

NEW LOOK

AMIGA

ACTION

#017 FEBRUARY 1991
UK £2.95 (with disk)

COMPUTER

011

\$9.95

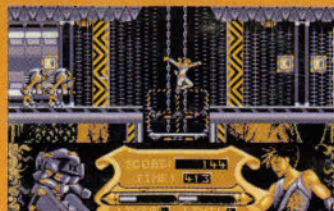
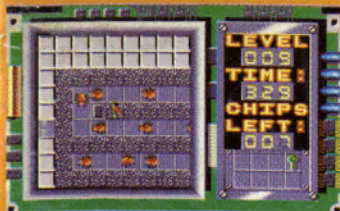
100% ACTION! CLASS!

TOUCHDOWN!

Amiga Action '91 Style!



Luvly Layouts!
Sensational Scoring!
Fabulous Features!

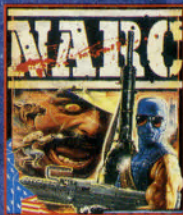


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SPARKS



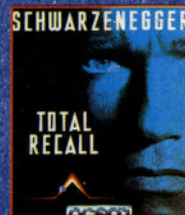
MR. BIG The arcade action thriller with the BIG finish. Infiltrate the criminal underworld - your mission is to seek out and destroy the king pin of the MR. BIG CORPORATION - if you get that far. You'll have to outwit his

enormous army of body guards... gangs of charisma-bypass patients in trench coats, the bullet brain with the build of a rhinoceros and the breath of a dung beetle, packs of vicious canine guppies, the psychotic clown with an evil sense of humour - you'll die, but not laughing! Then there's the gas guzzling cadillac jock - a cool specimen, elbow hanging on the door rail, a serious looking piece in his hand and ready to blow you away as he rolls down main street leaving you coughing lead. It's not all bad!... You've got a chopper to back you up, a mean, shiny street machine, some heavy metal hardware and some pretty neat moves. And what about the king pin... did I say he was Mr. Big? No, he's MR. BIG!



Seven levels of muscle-straining, reflex-testing, sideways scrolling fury!

Destroy the lethal drug Nuke, face a stream of deadly Nuke gangs, and then - if you survive - face the terror that is Robocop 2! MORE THAN A GAME ROBOCOP 2 IS THE PRIME DIRECTIVE.



SCHWARZENEGGER TOTAL RECALL stole your mind, haunted by Mars. You are a unique frame of mind, turn their dreams into nightmares. Suddenly your enemies are assassins, you discover the surprise. Travel to Mars to discover now a journey of non-stop action vehicles and a startling array of executed graphics and a game of the year's top movie. TOTAL RECALL the 21st Century

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TM & © WILLIAMS ELECTRONICS GAMES INC.



OF GENIUS

How would you know if someone was dreaming? As Doug Quaid you have been living dreams of another life on the edge of the world. Drawn to Rekall Incorporated, a service specializing in implanting the minds of those who desire to turn their dreams into reality. Experience the thrill of your dreams turn into hideous nightmares. Your move is dogged by would-be assassins. The truth - "You're not you - you're Doug Quaid" - your mission is to find out who you are, strange mutants, futuristic weaponry all captured in superbly detailed graphics that compliments the success of the game. A nightmare journey into the mind of a genius.



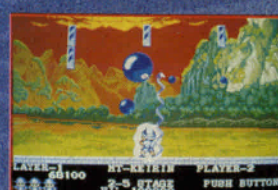
CHASE HQ II - Special Criminal Investigation - continuing where CHASE HQ left off. Your mission is to track down, chase and apprehend dangerous criminals. It's **FASTER** - explosive power sends you bulleting through various terrains - hold the line or plough the fields! It's **TOUGHER** - the criminals wield some heavy hardware - but so do you! You can shoot but you must dodge their flak... heavy gunfire, trucks unloading their cargo onto your bonnet... It's the meanest pursuit game to hit the micro screen. The extra features will leave you gasping for extended play - weather changes, bodyguard squads, grenade lobbing bikers, gun-choppers... just play it!... we dare you to stop!



© 1989 TAITO CORP.



MITCHELL CORP.



No time for balloonin' around!... no time to shoot the breeze!... in fact you've hardly set your feet down in the mighty U.S.S.A.

and it's all action. You sight up your latest and most formidable balloon poppin' piece...but now that bounce bomb has just multiplied!!! Tour the world in the most addictive arcade game of the year from Mitchell Corp. A quick eye and super fast reflexes will give you just a half-chance of a win... the other half will come if the bounce goes your way!



OCEAN SOFTWARE LIMITED

Ocean House, 6 Central Street, Manchester M2 5NS
Telephone: 061-832 6633 (10 LINES) Fax: 061-834 0650

THEIR EYES MET ACROSS THE LABORATORY...
THE CHEMISTRY WAS INSTANTANEOUS!

BUT IS CHIP MAN ENOUGH TO GET INTO
MELINDA'S CLUB?



Chip is in love, but if he wants to capture the heart of Melinda the Mental Marvel there is a tough challenge ahead.



CHIPS CHALLENGE



144 levels of mind-boggling dexterity and wrist-wrenching agility stand between him and Membership of the BIT BUSTER CLUB.

Once he gets into the club he'll get into Melinda's heart and together they can integrate technology.

- 144 exasperating levels.
- Hordes of traps and nasties.
- An exhilarating test of mental agility.
- An exhausting exercise of dexterity.
- 100% ADDICTIVE!

Screen shots are only intended to be illustrative of the game play and not the screen graphics which vary considerably between different formats in quality and appearance and are subject to the computer's specifications.



AVAILABLE ON :
CBM 64/128, Amstrad, Cassette & Disk,
Spectrum Cassette, Atari St, Amiga & PC

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Screen shot from Atari ST version.



Chips Challenge is the first Super League champion of 1991. Read the review of this classic arcade puzzle game on page 66.

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Turn to our spectacular review of U.S. Gold's Strider 2 on page 76 of the all new Amiga Action.

Action Packed!



News4

Up to the moment news on what's happening in the Amiga scene. We preview soon-to-be-released games and give you the lowdown on their development.

Amiga Action '91 Style...12

We've sweat blood over this one, but it was worth it. Amiga Action starts the new year with an amazing new look and a brand new reviewing system.



Super Leagues.....14

We've compiled the most informative set of games charts that you could ever hope to see. If there's a game that you require then look no further.



Action Cover Disk16

A complete playable game this month in the form of Mean 18 from those generous chaps and chapesses at Accolade. It'll drive you up the fairway!

Boggit's Domain19

Deep in the depths of the wild woods something stirs. It's your friendly neighbourhood Boggit with a sackfull of goodies and plenty of answers.

The Lucasfilm Interview38

Lucasfilm Games have a reputation for top quality software. We get the chance to put Managing Director Doug Glen through a gruelling interview.



Giving the Game Away41

Don't throw them away because you're stuck! We reveal the inner secrets of Captive, Rick Dangerous 2 and Falcon Mission Disk II. Help is at hand.



A Well 'ard Disk Compo.....54

Fancy your chances at producing your own disk based demo? You could stand a chance of winning an A590 Hard Disk and five Cumana 2nd disk drives.

Applied & Utilised.....80

If it's hardware and utilities that turn you on then it would probably be wise to skip to the none-games feature straightaway – a break from games for those boffins.

Late Kick Off.....84

A brand new section in Amiga Action featuring loads of games that arrived late for the full AA review treatment. If they're hot then they'll get a review next month. Reviewed in this issue are:

Narc, Team Suzuki, World Championship Soccer, Chase HQ 2, Spindizzy Worlds, Bug-Bash / Nucleus, Lemmings, Total Recall, Timewarp, The Ultimate Ride, Vector Championship Run, Wrath of the Demon, Elvira – Mistress of the Dark, Car-Vup, Damocles Mission Disk, Dragon's Lair 2

THE ACTION ACCOLADES



THINK IT OVER CREEPS

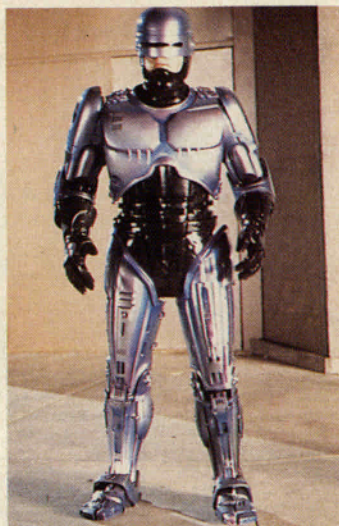
The latest interactive game craze to hit the US is about to make it big in the UK as well when The Phone Program Company launch Robocop 2, the telephone game.

The PPC is a new company which has been set up by Gremlin Graphics Software to develop this

new entertainment media. The Robocop game is the first of a string of major film and television licences which the fledgling firm has secured for release as telephone games throughout 1991.

It's based on the movie Robocop 2, and callers become Robocop as he tries to track down and destroy the evil 'nuke' dealing drug barons. You have to either send your commands by pressing the equivalent number on the keypad or actually speak your decision through the receiver. For example, you might be told that a hostage is being held captive and be given the choice of either shooting dead the armed hostage-taker or trying to talk him out of his crime. The options available will be numbered and by repeating these numbers the story will follow on as if you are guiding the action.

Robocop 2, the telephone game, launched on the 14th December, is available on 0898-345678, with calls costing 33p per minute standard rate and 44p per minute peak.



HAT TRICK

Codemasters are definitely pushing their products recently and they report that their games are the best, which is reflected in the Gallup chart positions which placed Guardian Angel, Quattro Adventure and Quattro Combat as the three top selling games in the UK.

Here we see David Darling, Managing Director of Codemasters going Mad as a Hatter with one of their games.

THE INSECT INVASION

You are the Arch Leader of the Motherhood, Saint Helen Bak. Use your laser-powered eyes to stop killer bees swooping down and stealing away the 'babies of fun' and then dropping them from great heights in their bid to obliterate all of mankind. They must be stopped before they can destroy the human race and then bring terror and destruction to the planet of Earth.

Hewson's Insects In Space has been programmed by Dave Cantrall with graphics by Mark Jones and music by the Maniacs of Noise. The game boasts 8-directional scrolling at 50 frames per second. The screen-shots sent to us promised much and it obvious that there has been great attention to detail and we look forward to giving you the lowdown.

Due for release about now the game will be priced at £24.99.



QUATTRO POWER

Codemasters have plans for two compilations to be released. Both contain various hits. The first is Quattro Sports which contains BMX Simulator, Italia 1990, Advanced Ski Simulator and Pro Tennis Simulator.

The second Quattro Compilation is called Quattro Arcade and offers Pro Powerboat Simulator, SAS Combat Simulator, Pub Trivia Simulator and Nitro Boost.

Both should be available round about now and retail for £12.99.



COM, ROM OR RAM?

Recently announced is an Amiga 500 RAM and hard disk interface.

The new board offers the following features: MFM ST506 hard disk interface, 512K system memory expansion, battery backed real-time clock and calendar.

The price will be set at £159.95 and all enquiries should be sent to Steve Dickenson, Cumana, Tel (0483) 503121.

56 STEVE 'SPYFIRE' WHITE
Steve's the leader of the pack and makes sure the reviewers are inundated with work.

3 'THE PUDEGONE' GOLLIER
Jane sets the pages, designs and completes the cover and draws all the arty farty bits.

39 DOUG 'THE JUG' JOHNS
Doug, also known as the Jug, writes all of the GTGA as well as the Small Tips section.

43 JASON 'ALL ARRO SHIMMOS'
Jason is the newest member and likes nothing better than to cruise around in his Allegro.

5 ALEX 'THE MODE SHIMMOS'
Alex is the youngest of us all and it is his job to write reviews and listen to Depeche Mode.

ONLY GREMLIN CAN DO THIS

LOTUS 94% C & VG, 94% Raze Rave, 90% ST Action Award, 90% Zero Hero, 88% Amiga Action Award.
TOYOTA C & VG Hit, Amiga Action Award, ST Action Award, More To Follow.
TEAM SUZUKI Prepare To Be Amazed



"LOTUS ESPRIT TURBO CHALLENGE demands immediate purchase" C & VG 94%.

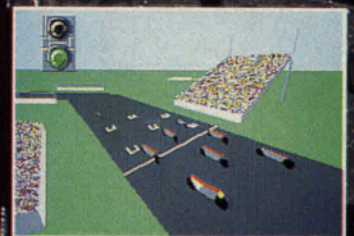
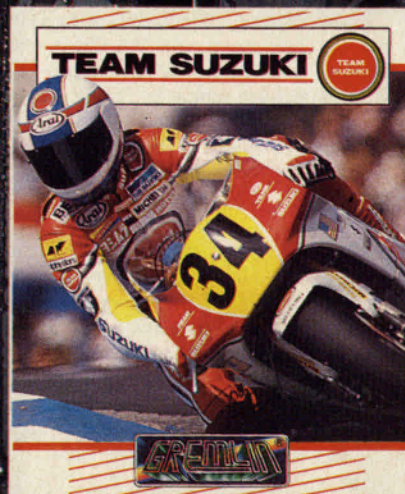
ENDORSED BY TOYOTA (GB) LTD.



"TOYOTA really is an excellent game... very playable" ST ACTION.



"3 D speed truly impressive ... superb fast polygon graphics ... Realistic Races" ACE Jim Douglas.



ENDORSED BY SUZUKI GRAND PRIX TEAM.



SIDE LINERS



INFOGRAMES BUNDLE

Infogrames are about to release several of their hit games in new and very attractive compilation boxes, much like the video collections.

Each one will be called a starting block and three are planned so far: Red, which includes Murders in Space, TinTin on the Moon and the Light Corridor; Blue, which includes Welltris, North and South and Full Metal Planete and finally Yellow, which includes Sim City, Terrain Editor and Architecture 1.

Only two are available on the Amiga and these are Red and Blue though more are planned. Both will retail for £49.99.



ESCAPE FROM ALCATRAZ

Infogrames hope to follow up the success of Hostages, a game of terrorism and SAS, with Alcatraz.

As in the first game, you have been called in as a special forces commando who must infiltrate an embassy and stop a threat of terrorism.

Alcatraz follows much the same plot as Hostages with a section devoted to scaling walls, sharp shooting and firearms.

As a commando, you must scale the walls of the building and keep in contact with the sharpshooters who have their guns targeted on the windows of the building. Once you have discovered a clear spot, you can smash through the window and attempt to halt the terrorists' evil mission.

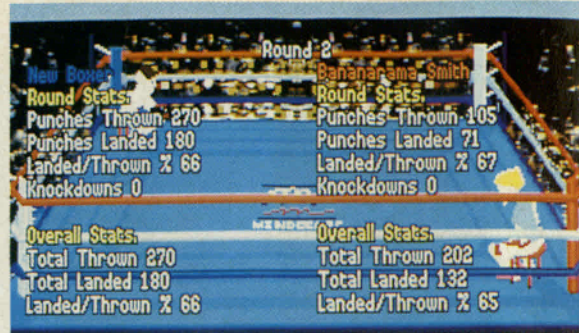
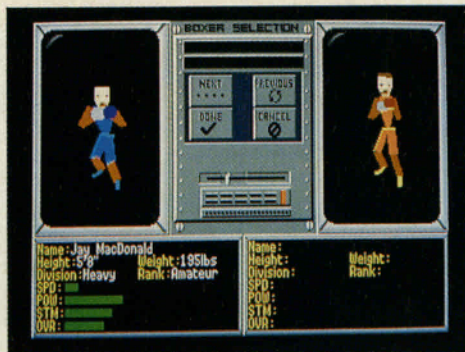
Unfortunately, there are many rooms to investigate therefore it may prove difficult to pin down the terrorist activists before they escape.



You and your team members must sneak through the alley and into position. Watch out for the terrorists and noisy trash.

006
AMIGA ACTION

MINDSCAPE IS PUSHING FORWARD IN GLORIOUS 4D



AND IN THE BLUE CORNER...

One of the first games due out on the new 4D sports label from Mindscape is their 4D Sports Boxing. With all the character movements modelled on real human movement, Mindscape boast that this is the most accurate sports simulation ever written.

All the boxers' moves are con-

trolled by you, right down to your man's fancy footwork around the ring. You have to box your way up the championship ladder and make as much money as you can by winning bouts.

The graphics are polygons put together to make a humanoid form and do look very realistic, which



may seem a little surprising really. Price and release date are to be announced but you can expect it to be around £24.99

LIFE IN THE FAST LANE AND IN 4D

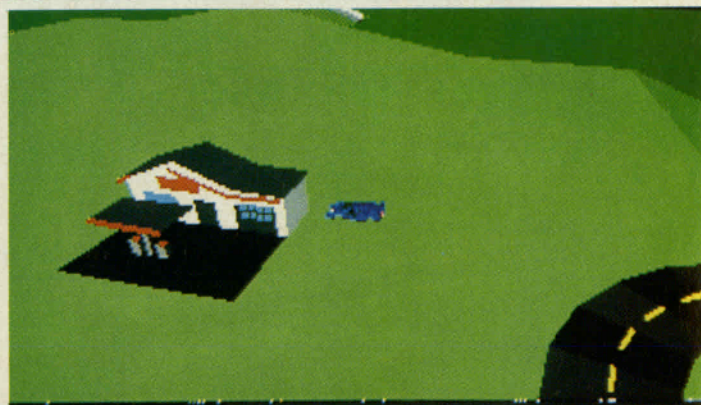


Also in the same series comes 4D Driving. Programmed by the same team who did Test Drive and its sequel this is a driving game with a difference.

Choose your car from a Porsche, Ferrari, Lamborghini, Audi, Lancia or Honda and put it to the ultimate test on the stunts including the nerve-racking 360 degree loop the loop. Only the most daring drivers will be able to pass the tests put before them and finish the tracks successfully.

As well as the preset tracks there is a comprehensive editor so that you can create your own nightmare track, which can be saved.

The race can be viewed from every conceivable angle using the unique camera system. As yet we have no details of the price or the release date but you can be sure that we will inform you of any news as and when it comes in.



Hard Drivin' II

DRIVE HARDER

A year ago, *Hard Drivin'* shook the world. Now buckle up and step on the gas as *Hard Drivin' II*, the sequel, streaks onto your screen.

Hold on tight as you roar round four thrilling new circuits, or build your own using the unique Track Editor. Once designed, a computer generated view of the new circuit will appear so that you can memorise your route and its hazards. Now you can test your skills on a really mind-blowing stunt track!

And there's more! Link your computer to a friend's Amiga, Atari ST or IBM PC for a head to head race to the finish. If you're lagging behind, go for gold and boost your speed with Nitro Injection – guaranteed to leave the opposition standing.

Hard Drivin' II is faster, meaner and even better looking than the award winning original.

Hard Drivin' II – Drive Harder!



The fantastic sequel to **HARD DRIVIN'**

TENGEN
The Name in Coin-Op Conversions

Available on: Amiga, Atari ST, IBM PC 3.5" & 5.25"
Programmed by: Jürgen Friedrich
© 1990 Tengen Inc. All rights reserved.
™ Atari Games Corporation
© 1990 Artwork & Packaging
Domark Software Ltd.
Published by Domark Software Ltd, Ferry House,
51-57 Lacy Road, London SW15 1PR
Tel: 081-780 2224 Amiga & Atari ST Screenshots

DOMARK

SIDE LINERS



PRINCE OF PERSIA

Domark have just released news of their latest offering entitled Prince of Persia. You take the part of a young adventurer attempting to save a beautiful princess from the clutches of the evil Grand Vizier, who is about to pounce on her.

Time is ticking away, but first you'll have to escape from the confines of your cell, then avoid all of the many cunning traps laid for you by the guards.

The game contains three distinct sections: the dungeon, the palace and the tower where the princess is being held captive.

Sword fighting plays a major part and therefore you must first find your sword. Once you get this then you can truly begin your quest.

Prince of Persia will be available next year and will retail for the asking price of £24.99



No sooner has our hero started his quest than he is already confronted by his enemy. A fight then ensues. Make sure that you are the victor otherwise the princess will perish at the hands of the evil Grand Vizier.



There are plenty of hazards and traps and you will need to muster all your agility and skill in order to pass these ordeals. Swinging from narrow ledges is common-place.

SOFTSELLERS SELL NO MORE

Unfortunately, it has just been announced that Softsellers have gone into liquidation. Please don't order any more products from this company.

If you have already ordered goods, Softsellers have an official reciever who you can write to for full details and possible compensation. The address is: Thompson And Patterson, 12 Lowerbrook Street, Ipswich.

Amiga Action apologises for any inconvienence that this may have caused our readers.



JACK'S BACK

Tecmo, the company behind such successes as World Cup 90 and Bombjack, have now added Mighty Bombjack to their list.

Already having achieved sales over 500,000 on the Nintendo Entertainment System alone, Mighty Bombjack boasts one of the most complex playing areas of any game available, with an area cover-

ing 17 levels and incorporating over 250 adventure screens.

Elite's first Bombjack title, released way back in 1986, and the sequel, Bombjack 2, in 1987, were both attributed with the number 1 Gallup Chart position for several weeks. With the release of Mighty Bombjack, Elite are confident that they can make this a hat trick for



Tecmo and Elite. Mighty Bombjack will be released on the Amiga on 28th January and will retail for £24.99



WESTERN MOVIES

Just an up-date to tell you of the progress of Billy the Kid from Ocean. The game is going very well and should be released at the start of the New Year.

The Wild West was a mean and dangerous place. Bandits regularly robbed stage coaches and you could always guarantee a killing or two but few of these outlaws ever really hit the big time. One that did was known as Bill the Kid, who would kill a man if he thought it might do his reputation any good.

Having arrived in Lincoln, Billy realises it needs a dose of his kind of law and order, which includes avenging the death of his friend, John Tunstall, and running the murderous cattle rustlers out of town. Always staying one step ahead of the law, Billy must acquire information, avoid being ambushed, and be victorious in the action area of bank robbing, cattle rustling and shoot-outs.

The option exists to play Sheriff Pat Garrett, Billy's ex-best friend. Garrett's allocated a budget to spend on deputies and the objective is to capture Kid. But Billy's no easy catch and he carries around quite a reputation.

YOUR LIFE IN THEIR HANDS

Yeah! Blood and guts and loads of entrails. Ever felt the need to remove somebody's appendix? How about performing a triple bypass? Now you needn't stay frustrated simply because your sister wouldn't agree to you practising major surgery on her. Life and Death is on its way at last.

We've had flight sims, sub sims and sports sims, but now we've got a hospital sim.

Pick up your knife and go to work. Talk to your patients, reassure them, read their charts, test their blood and then chop their bits off. It's your skill with the scalpel that will decide whether or not the



patient ends up in recovery or the morgue.

It's been on its way for ages and we've still no details or price or when it's out, but don't worry, we'll keep you posted.

MEGAFORTRESS

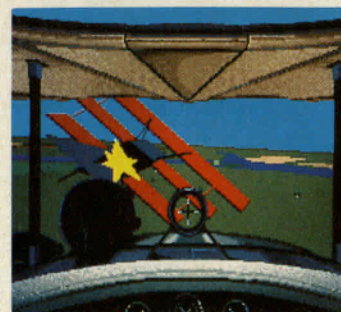
Based on the novel Flight of the Old Dog, MegaFortress sees you assuming all of the roles of the crew in the famous B-52 Bomber, modified and armed with state of the art weapons and radar. Your mission is to avert a nuclear confrontation between the Soviets and the Americans.

Switching between roles such as pilot, navigator and weapons officer you must fly your bomber to

the Soviet laser base while avoiding the MiG 27s and 29s. You must also learn when to perform such operations as inflight refuelling. All these combat tactics will come in very useful when you are actually involved in a battle scenario. Once you have become accustomed to the controls of your plane then you will find yourself flying around the war theatre with the greatest of ease.

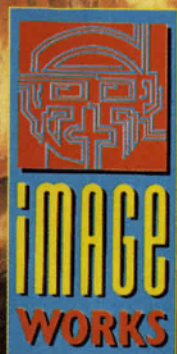
Obviously, it won't all be plain sailing (or flying) as you will be constantly hounded by the enemy and you will need to pull off some pretty spectacular manoeuvres if you are to gain the advantage and destroy your enemy.

The game is programmed with 3D graphics and promises to be very special. There is no hint of release date or price so far but you can be sure that we will inform you as soon as we know them.



COMING SOON...

BACK TO THE FUTURE III PART III

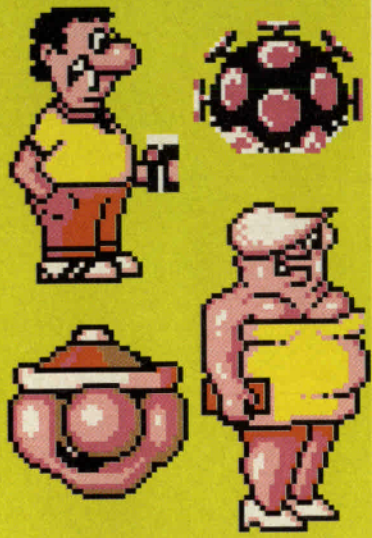
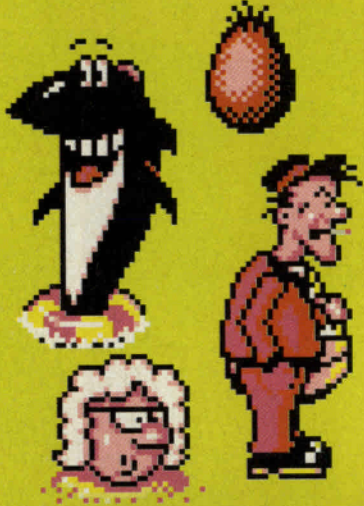


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IMAGE WORKS, Irwin House, 118 Southwark Street, London SE1 0SW Tel: 071-928 1454 Fax: 071-583 3494

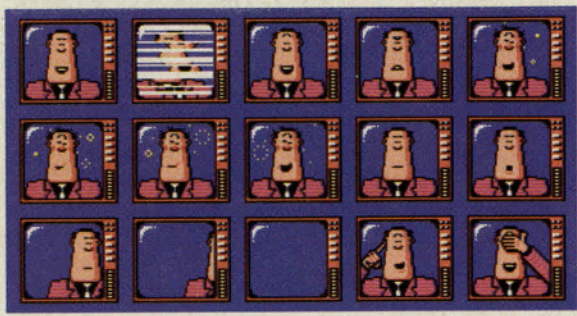


DON'T BUSTER GONAD OVER VIZ

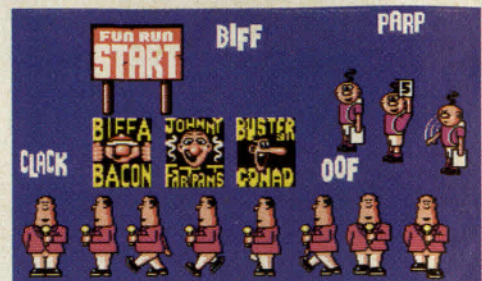


Virgin (Ya gay puff!) are proud to present their latest offering which comes in the shape of the filthy, but very funny, Viz game. Based on the highly popular comic of the same name, it recreates in graphic glory some of the terrible escapades that have happened to our revolting heroes.

Virgin have kindly supplied us with the sprite graphics that will be used in the game. I'm sure you will be able to recognise all those present.



(Right) You can choose from all your favourite players and here we see three of them. Biffa Bacon, Johnny Fartpants and Buster Gonad all make an appearance. Biffa Bacon is always looking for a scrap while Johnny Fartpants can't stop the rumbles in his tum, and these aren't hunger pains either. Buster Gonad gets into plenty of japes with his outsized plums.



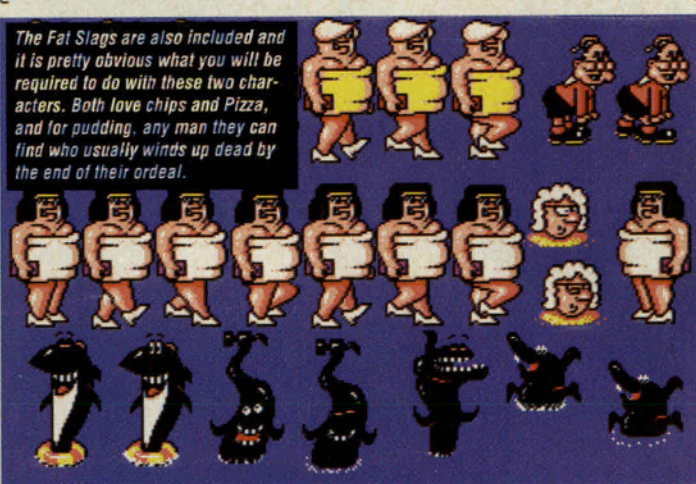
(Above) Roger Mellie makes an unequalled appearance with his kind words, such as bollocks, and his undying habit of wanting to make love and then throw his guts up everywhere. Will Roger get the part or will his drunken disorder get him into trouble again?

(Left) Here we see Roger on the box. Doesn't he look a picture? You can be guaranteed plenty of abusive language and obscene acts which is what we really want, isn't it? Don't be shocked if you see a sudden change in Roger's character while on the T.V. He's most likely sunk about twenty pints before he came on air. Whoops! Here it comes.

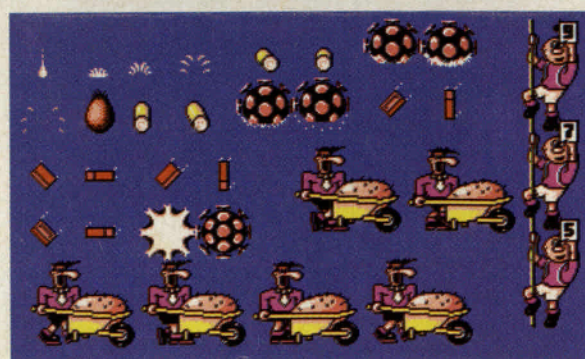
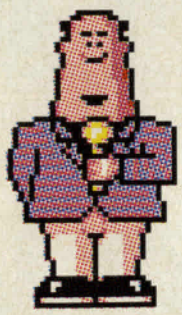


CHOOSE YOUR PLAYER

The Fat Slags are also included and it is pretty obvious what you will be required to do with these two characters. Both love chips and Pizza, and for pudding, any man they can find who usually winds up dead by the end of their ordeal.



(Above) No need for introductions but for those of you who haven't actually experienced the revolting Viz I will introduce you: Postman Plod delivers everything, except letters. Biffa's dad is always willing to give Biffa a helping hand, right in his face and Sid the Sexist loves chatting up girls and stuffing socks down his underpants.



(Left) Buster Gonad has one problem - his plums are gigantic. Buster thought that they might prove a problem but he's more than willing to tell you of the many japes he's had with them. Unfortunately, with plums so big, he often finds himself in some pretty painful situations.

Disney's **DUCKTALES**

THE QUEST FOR GOLD



BIG BUCKS!

EXCITEMENT!

DANGER!

ADVENTURE!

The ultimate challenge has been issued... now, you must race across the globe in search of fortune and glory to become the richest duck in the world!! The adventure will require all your skills and courage

**ARE YOU DUCK
ENOUGH?**

Adapted by:
TITUS
THE BEST VIDEO GAMES

Disney
SOFTWARE

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TOUCHDOWN ON A NEW WORLD MAGAZINE GAMES REVIEW

For years games players around the world have asked questions like "Which is the best shoot'em-up?", "Is Falcon better than F15 Strike Eagle?", "Which are the all time classic Amiga Games?". Now from the premier Amiga games magazine comes a world beating rating system that provides the answers to all those, as yet unanswered, questions...

The new system that has enabled this major advance in game scoring is called 'The Amiga Action Super League' and it uses a ranking system rather than a traditional percentage score. This month we have included an overall percentage score in addition to the new system, but we hope to lose this altogether in coming months.

However, to make this dramatic change, we're asking you, the readers, what you would like to happen. Just fill in the voting slip and return it to: The Big Vote, Amiga Action, Europa House, Adlington Park, Macclesfield, Cheshire, SK10 4NP. The first ten entries out of the hat on Feb 10th will receive a game of their choice.

How the league system works

There is a Super League for each type of game: a league for Shoot'em-ups, one for Flight Simu-



lators, one for Puzzle games and so on. Each new game that comes in for review is put into one of these leagues based on which type of game it is. Where a game contains several gameplay aspects, our team decide which part of the game is the most significant. So for example, Strider 2 does contain elements found in platform games, but on the whole, you need to do more meany killing than ladder climbing and so it is classed as a shoot'em-up. Every league has its

own icon to make things easier to understand.

Once a game has been placed in a league, its position within that league is decided. Essentially the reviewing team decides which games of the same type it is better than and which it is worse than. This means that for the first time in magazine reviewing, games are being compared against games of a similar type instead of against all games in general.

The results of the reviewer's decision is displayed both on the review itself and on the League table pages elsewhere in the magazine (this month's tables are on the very next page!).

So if you want to go out and buy a puzzle game, all you have to do is turn to the league tables, find the puzzle games table and look up which are the top games (this month you'll find that Chips Challenge is at the top). Of course as new games are released, older games will start to drop down the leagues. Games which stay near the top of a league for many months or years are 'classics'.

Other changes to Amiga Action

It's not just the scoring system that has been redesigned this month. The entire magazine has been rethought to give you even better coverage of the expanding Amiga Games scene.

As you will have noticed the review layouts are stunning and they feature some amazing new innovations.

First on the list are what we call 'Digi-Scapes'. These are perfectly joined screenshots which show what the entire playing area of a game looks like. It's impossible to show how a game actually appears when moving on screen, but this is as close as you could possibly get on a magazine page.

Next comes 'Role Call'. These are panels showing the various characters from a game and what movements they can perform. Take a look at this month's Kick Boxing and Mystical reviews to see how useful Role Call can be.

Reviews now also contain special labelled screenshots (known as 'annotated screenshots') which

OFFICIAL VOTING FORM

Okay here is your chance to change the shape of games magazines forever! Placing your tick in the appropriate box will decide whether Amiga Action becomes the first games magazine in the world to abandon the overall percentage score system!

Also if you don't mind being contacted by one of the Amiga Action team to discuss the magazine in general then please tick the box and write your phone number under your address. Please note, not everyone who ticks 'yes' will be phoned, so don't hold your breath!

- ☐ I would like the Overall score to GO forever!
- ☐ I'm a bit of an old fogey and want the score to stay
- ☐ Please feel free to phone me for a chat about AA

★ What is your opinion of the new look Amiga Action?

.....

.....

.....

My name is

And my address is

.....

.....

WORLD OF AMIGA ACTION!!!

help to illustrate what the objects and gadgets in a game do. For example, we can now point to all the items on a flight sim's instrument panel and describe what each one does.

Last but not least we have our 'In Action' sequences which are used to tell stories or show how each move in the game affects your situation. These are particularly useful for describing puzzle games.

And new features too!

As well as improving our reviewing system and page layouts, we have taken this opportunity to add some more features to Amiga Action.

Starting this month is a regular mini reviews section called 'Late Kick Off'. Here games that came into our office late in the month are evaluated. They don't get the full Amiga Action treatment and the games have not been placed in the Super League, but it does give an insight into what the games are like. The best games featured in Late Kick Off will be reviewed in next month's magazine.

Also new this month is our look at non games products for the Amiga. Two pages devoted to disk drives, modems, utilities and other useful gadgets. It's short and snappy and keeps you up-to-date with the rest of the Amiga universe.

The all action coverdisk

Response to our putting a coverdisk on Amiga Action has been amazing! So popular in fact that we are now selling 6,000 more copies than before the arrival of the disk! Of course with public response like that, we couldn't do anything but make the coverdisk a regular (that's every issue!). This month we've given you an entire game courtesy of Accolade. From next month the disk will contain up to three playable demos of the latest games releases.

And finally...

As if that lot wasn't enough, we've improved the quality of our already excellent screenshots. All this for the same dose – we must be mad!

We hope you like the new format so keep viewing!

TRICKS OF THE TRADE EXPLAINED AND EXPLORED

The core of any scoring system is the score panel itself – and what a corker the new Amiga Action Info panel is! Below is a

detailed annotation of the new score panel and some handy notes on the two new Amiga Action top game awards. The

example shown is taken from the Kick Boxing review, but of course the info applies to all of Amiga Actions reviews.

Obvious, but essential, information can be found at the top of the Action Info scoring panel. The game's full name is followed by the software house who are publishing the product, and the full retail price at which it is available in the High Street.

The quality of a game's graphics is one of the key factors in deciding whether or not to make a purchase. That's why graphics has its very own score block. Marks are given from 1% (ZX81 style) to 100% (Leonardo De Vinci eat your heart out!). Of course our team take a lot of factors into account when scoring for graphics, including: Animation, scrolling, use of colour, variety of graphics and so on. This example shows a score of 85%.

The most important aspect of an Amiga Action review is the reviewing team's comment. This explains in plain English what we thought of the game and where it fell down or, on the more positive side, where it really scores. Percentage ratings and league tables are one thing, but this text is what you should really look out for when assessing a game.

This line tells you which league the game under review has been placed in. These names correspond to the icon that you will find at the beginning of the review and the league tables which you will find on the next page and in every edition from now on.



This has to be the best kick boxing simulation ever produced for the Amiga. The graphics have actually been copied from real life footage and this reflects in the smooth and realistic animation on the fighters. Sound is excellent and you can really feel the blows making contact. The referee is a little annoying as he grunts whenever a decision is called and this sound does become very annoying after a while. Panza Kick Boxing is an excellent game and one that will definitely appeal to beat 'em-up fans.

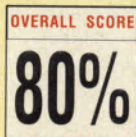


We firmly believe that it is high time that the real heroes of the software business – the programmers and development teams – get some well earned recognition. That's why every review includes details of who actually created the game. This will take the form of either a development team's name or the individual programmers' surnames.

As with graphics, sound gets its own rating. Again marks are on a percentage basis with points being given for, amongst other things: use of the Amiga's capabilities, originality, music, special effects and contribution to the game's atmosphere. This example shows a score of 80% which is excellent.

The League Rating panel informs you of where in the Super League the game under review is placed. The game being reviewed will always appear in the middle of the three boxes while the game immediately above it in the league (i.e. the game which is just better than it) will be in the box above and, of course, the game just below it in the league will be placed in the box below. The league positions are indicated to the left of the game titles. If a game hits the number one slot then a Touchdown will be indicated in the top box – any game that does that is an absolutely essential purchase!

NEW AWARDS FOR THOSE TOP RATED GAMES...



Talk about controversial! The overall rating is one of the most talked about subjects in computer games magazine journalism. All magazines use this system and like sheep each new magazine that is brought out has the same old unoriginal percentage score to rate how good a game is. We think it stinks! In fact we want to get rid of it all together. We believe that it is far too simplistic to just 'pick' a score as if out of mid air! However, we're here to serve you the reader so we've given you the chance to vote on the subject. Yet another first – the first games magazine to let its readers decide how its scoring system should work!



There are magazine accolades and there is THE magazine accolade – the 'Amiga Action Super League Accolade'. Only games which will leave their mark on the software world for years to come can ever hope to receive this coveted award. You can rest assured that if you see this symbol on a review, that game is an essential purchase! So remember only games of classic status will receive the Super League Accolade.



We have decided that there are many games out there that, while not all time classics, are superb games that are well worth the asking price. These games have been given their own award, the 'Amiga Action Recommended'. Again if you see this icon on a review you can be sure that a game is well worth buying. The minimum qualification for a game to receive this recommended stamp is a score of 75% or over.

The Amiga Action

A - These games have been awarded an **Accolade** for outstanding impact within their allocated league.

R - These games have been **Recommended** as they are definitely a good buy, but not quite Accolade standard.

ADVENTURE



The Adventure League contains all those games that are played by inputting text commands.

- 1 Indiana Jones, Last Crusade **A**
- 2 Space Quest series **A**
- 3 Leisure Suit Larry series **A**
- 4 King's Quest series **A**
- 5 Maniac Mansion **A**
- 6 Operation Stealth **A**
- 7 Zak McKracken **A**
- 8 Zork Trilogy **A**
- 9 Hitchhikers Guide to the Galaxy **R**
- 10 Planetfall **R**
- 11 Guild of Thieves **R**
- 12 Stationfall **R**
- 13 Codename: Iceman **R**
- 14 Conquests of Camelot **R**
- 15 Lurking Horror **R**
- 16 Future Wars **R**
- 17 Ultima series **R**
- 18 Police Quest series **R**
- 19 Loom **R**
- 20 Manhunter series **R**
- 21 Deja-Vu 1 & 2 **R**
- 22 Shogun **R**
- 23 Spellbreaker **R**
- 24 Wishbringer **R**
- 25 Chronoquest series **R**
- 26 Enchanter **R**
- 27 Sorcerer **R**
- 28 Beyond Zork **R**
- 29 Zork Zero **R**
- 30 Suspect **R**
- 31 Beurocracy **R**
- 32 Deadline **R**
- 33 Time **R**
- 34 Intidel **R**
- 35 Corruption **R**
- 36 Fish **R**
- 37 Jinxter **R**
- 38 The Pawn **R**
- 39 Suspended
- 40 Leather Goddesses of Phobos
- 41 Times of Lore
- 42 Colonel's Bequest
- 43 Goldrush!
- 44 Starcross
- 45 Hollywood Hi-jinx
- 46 Trinity
- 47 A Mind Forever Voyaging
- 48 Black Cauldron
- 49 Night Orc
- 50 Sea Stalker

ARCADE ADVENTURE



This league contains games that, although adventures, are very graphical and do not rely on text input.

- 1 Dungeon Master **A**
- 2 Captive **A**
- 3 Corporation **A**
- 4 Cadaver **A**
- 5 Xenomorph **A**
- 6 Rocket Ranger **A**
- 7 It Came... & Ant Head **A**
- 8 Horror Zombies from the Crypt **A**
- 9 Unreal **A**
- 10 Kult **A**
- 11 Mean Streets **A**
- 12 Shadow of the Beast II **A**
- 13 Voodoo Nightmare **A**
- 14 Zombi **A**
- 15 Ninja Remix **A**
- 16 Colorado **A**
- 17 Bloodwych & Data Disks **A**
- 18 Gold of the Aztecs **A**
- 19 Shadow of the Beast **R**
- 20 B.A.T. **R**
- 21 Treasure Trap **R**
- 22 The Immortal **R**
- 23 Infestation **R**
- 24 Resolution 101 **R**
- 25 Neuromancer **R**
- 26 Ran Xerox **R**
- 27 Batman - The Caped Crusader **R**
- 28 Wierd Dreams **R**
- 29 Sir Fred **R**
- 30 Heroes of the Lance **R**
- 31 Stormlord **R**
- 32 Thunderbirds **R**
- 33 Ghostbusters 2 **R**
- 34 Nightbreed (Interactive) **R**
- 35 Omnicron Conspiracy **R**
- 36 Badlands Pete **R**
- 37 Space Ace **R**
- 38 Singe's Castle **R**
- 39 Dragon's Lair **R**
- 40 Barbarian **R**
- 41 Obliterator
- 42 Kristal
- 43 Galdregon's Domain
- 44 Eye of Horus
- 45 Pyramax
- 46 Theme Park Mystery
- 47 Barbarian II
- 48 Pac Land
- 49 Three Stooges
- 50 Mickey Mouse

ARCADE STRATEGY



The Arcade Strategy League is made up of games that contain action elements as well as strategy.

- 1 Elite **A**
- 2 Midwinter **A**
- 3 Starglider 2 **A**
- 4 Interphase **A**
- 5 Dragon's Breath **A**
- 6 Iron Lord **A**
- 7 Pirates **A**
- 8 Millenium 2.2 **A**
- 9 Damocles **A**
- 10 Lords of the Rising Sun **A**
- 11 North and South **A**
- 12 Narco Police **R**
- 13 Time Machine **R**
- 14 Magic Fly **R**
- 15 Starflight **R**
- 16 Space Rogue **R**
- 17 Carthage
- 18 Lost Patrol
- 19 Murders in Space
- 20 Federation of Free Traders
- 21 Day of the Pharoah
- 22 Voyager
- 23 Rotor
- 24 Archipelagos
- 25 Xiphos

STRATEGY



Games that require a great deal of tactical planning are all contained within the Strategy League.

- 1 Powermonger **A**
- 2 SimCity & Terrain Editor **A**
- 3 Supremacy **A**
- 4 Populous & Promised Lands **A**
- 5 Breach 2 **A**
- 6 Murder **A**
- 7 Laser Squad **A**
- 8 Breach **A**
- 9 Paladin **A**
- 10 Gettysburg **A**
- 11 Armada **A**
- 12 Borodino **A**
- 13 Risk **A**
- 14 Battlemaster **A**
- 15 Battle Chess **A**
- 16 Gold of the Americas **R**
- 17 Tower of Babel **R**
- 18 Red Lightning **R**
- 19 Conflict Europe **R**
- 20 Storm Across Europe **R**
- 21 Final Conflict **R**
- 22 Nuclear War **R**
- 23 Dragon Force **R**
- 24 Overrun **R**
- 25 Waterloo **R**

PLATFORM



The Platform League encompasses all games that require you to leap from platform to platform.

- 1 James Pond **A**
- 2 Rainbow Islands **A**
- 3 Switchblade **A**
- 4 Rick Dangerous 1 & 2 **A**
- 5 Flood **A**
- 6 New Zealand Story **A**
- 7 Viking Child **A**
- 8 Night Shift **A**
- 9 Ghouls'n'Ghosts **A**
- 10 Edd the Duck **R**
- 11 Kid Gloves **R**
- 12 Impossamole **R**
- 13 The Amazing Spiderman **R**
- 14 Batman - The Movie **R**
- 15 Strider **R**
- 16 Axel's Magic Hammer **R**
- 17 Fire and Brimstone
- 18 Super Wonderboy
- 19 Onslaught
- 20 Chronicles of Omega
- 21 Apprentice
- 22 Stryx
- 23 Flimbo's Quest
- 24 Twin Worlds
- 25 Spellbound

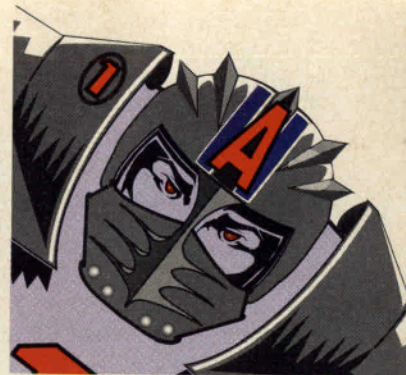
PUZZLE & QUIZ



If it's a brain teaser that you're after then take a browse through the Puzzle & Quiz League.

- 1 Chips Challenge **A**
- 2 Pipemania **A**
- 3 Klax **A**
- 4 Tetris **A**
- 5 Blockout **A**
- 6 Welltris **A**
- 7 Ishido **A**
- 8 Puzznic **A**
- 9 Nevermind **A**
- 10 E-Motion **A**
- 11 Trivial Pursuit **A**
- 12 Atomix **R**
- 13 Pick'n'Pile **R**
- 14 Loopz **R**
- 15 Jumping Jackson **R**
- 16 Clown'o'Mania **R**
- 17 Scrabble **R**
- 18 Manix **R**
- 19 Manic Marble
- 20 Boulderdash
- 21 Ra
- 22 Pictionary
- 23 Hoyle's Book of Games
- 24 Mike Read's Pop Quiz
- 25 Sporting Triangles

Super League



BEAT 'EM-UP



Contains all those games that require you to kick hell out of your enemy and generally be very violent.

- | | | |
|----|---------------------|---|
| 1 | IK+ | A |
| 2 | Torvak the Warrior | A |
| 3 | Budokan | A |
| 4 | Panza Kick Boxing | A |
| 5 | Oriental Games | A |
| 6 | After the War | A |
| 7 | Golden Axe | R |
| 8 | Vigilante | R |
| 9 | Ninja Warriors | R |
| 10 | Shadow Warriors | R |
| 11 | Sword of the Sodan | R |
| 12 | Chambers of Shaolin | R |
| 13 | Black Tiger | R |
| 14 | Dynasty Wars | R |
| 15 | Nightbreed (Arcade) | R |
| 16 | Rogue Trooper | |
| 17 | Double Dragon II | |
| 18 | Last Ninja 2 | |
| 19 | Ivanhoe | |
| 20 | Wild Streets | |
| 21 | Dr Dooms Revenge | |
| 22 | Altered Beast | |
| 23 | Double Dragon | |
| 24 | Bankok Knights | |
| 25 | Knight Force | |

BAT 'N' BALL



If rebounding a projectile of a bat excites you then the Bat 'n' Ball League is the place to look.

- | | | |
|----|-----------------------------|---|
| 1 | Arkanoid 2 - Revenge of Doh | A |
| 2 | Light Corridor | A |
| 3 | Shufflepuck Cafe | A |
| 4 | Arkanoid | A |
| 5 | Krypton Egg | R |
| 6 | Lords of War | R |
| 7 | Botics | |
| 8 | Titan | |
| 9 | Ballistix | |
| 10 | Impact | |

LAND & SEA SIMULATORS



Any simulation of a ground vehicle or sea vessel is contained in the Land & Sea Simulators League.

- | | | |
|----|--------------------|---|
| 1 | M1 Tank Platoon | A |
| 2 | Team Yankee | A |
| 3 | Silent Service | A |
| 4 | Sherman M4 | A |
| 5 | Operation Spruance | R |
| 6 | Conqueror | R |
| 7 | Red Storm Rising | R |
| 8 | 688 Attack Sub | R |
| 9 | Carrier Command | R |
| 10 | Battle Command | R |

SHOOT 'EM-UP



A shoot 'em-up consists of plenty of enemy and bucketfuls of blasting everything in sight.

- | | | |
|----|------------------------------|---|
| 1 | Xenon 2 - Megablast | A |
| 2 | Blood Money | A |
| 3 | Killing Game Show | A |
| 4 | X-Out | A |
| 5 | Turrican | A |
| 6 | Silkworm | A |
| 7 | Atomic Robo-Kid | A |
| 8 | Simulcra | A |
| 9 | Strider II | A |
| 10 | Battle Squadron | A |
| 11 | R-Type | A |
| 12 | Venus | A |
| 13 | Midnight Resistance | A |
| 14 | Line of Fire | R |
| 15 | Operation Wolf | R |
| 16 | Robocop 2 | R |
| 17 | Baal | R |
| 18 | Operation Thunderbolt | R |
| 19 | Xenon | R |
| 20 | Anarchy | R |
| 21 | StarRay | R |
| 22 | Escape From Robot Monsters | R |
| 23 | The Spy Who Loved me | R |
| 24 | Menace | R |
| 25 | Monty Python's Flying Circus | R |
| 26 | U.N. Squadron | R |
| 27 | Vaxine | R |
| 28 | Dan Dare II | R |
| 29 | Saint Dragon | R |
| 30 | Starglider | R |
| 31 | Dragonstrike | R |
| 32 | Defender II | R |
| 33 | Eswat | |
| 34 | Robocop | |
| 35 | Mystical | |
| 36 | Eliminator | |
| 37 | P-47 | |
| 38 | Dan Dare III | |
| 39 | Eliminator | |
| 40 | Pang | |
| 41 | Oops Up | |
| 42 | The Plague | |
| 43 | Bad Company | |
| 44 | Cabal | |
| 45 | Darius+ | |
| 46 | Quartz | |
| 47 | Outlands | |
| 48 | Operation Harrier | |
| 49 | Rotox | |
| 50 | Wings of Death | |

FLIGHT SIMULATORS



Any game that simulates aerial combat, whether it be in a helicopter, fighter plane or bomber.

- | | | |
|----|------------------------------|---|
| 1 | Falcon & Mission disks 1 & 2 | A |
| 2 | F-19 Stealth Fighter | A |
| 3 | Battle of Britain | A |
| 4 | Fighter Bomber | A |
| 5 | Battlehawks 1942 | A |
| 6 | F-16 Combat Pilot | A |
| 7 | Gunship | A |
| 8 | Interceptor | R |
| 9 | Flight Simulator 2 | R |
| 10 | F-29 Retaliator | R |
| 11 | Wings | R |
| 12 | Skychase | R |
| 13 | F-15 Strike Eagle | R |
| 14 | ATF II | |
| 15 | Snowstrike | |
| 16 | Strike Force Harrier | |
| 17 | Blue Angels | |
| 18 | Chuck Yeager | |
| 19 | Skyfox 1 | |
| 20 | Skyfox 2 | |

RACING



If it's hairing around a race track at over 100mph that turns you on then look no further.

- | | | |
|----|------------------------------|---|
| 1 | Stunt Car Racer | A |
| 2 | Lotus Esprit Turbo Challenge | A |
| 3 | Toyota Rally | A |
| 4 | Nitro | A |
| 5 | Super Cars | A |
| 6 | Indianapolis 500 | A |
| 7 | Test Drive 2 | A |
| 8 | Lombard RAC Rally | A |
| 9 | Super Hang-On | A |
| 10 | Combo Racer | A |
| 11 | Off Road Racer | R |
| 12 | Badlands | R |
| 13 | RVF Honda | R |
| 14 | Grand Prix Circuit | R |
| 15 | Turbo Outrun | R |
| 16 | Hard Drivin' | R |
| 17 | The Cycles | R |
| 18 | Powerdrome | R |
| 19 | Overlander | |
| 20 | Test Drive | |
| 21 | STUN Runner | |
| 22 | Ferrari Formula 1 | |
| 23 | Hotrod | |
| 24 | Grand Prix Master | |
| 25 | Chase HQ | |

ROLE PLAYING



RPGs are defined as games that allow you to design the attributes of the character under your control.

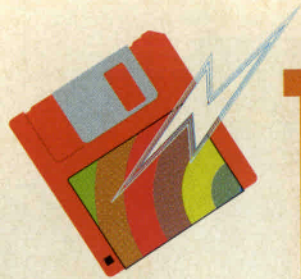
- | | | |
|----|---------------------|---|
| 1 | Might and Magic II | A |
| 2 | Champions of Krynn | A |
| 3 | Bard's Tale II | A |
| 4 | Star Flight | A |
| 5 | Legend of Faerghail | R |
| 6 | Buck Rogers | R |
| 7 | Dragon Wars | R |
| 8 | Drakkhen | R |
| 9 | Azure Bonds | R |
| 10 | Pool of Radiance | |

SPORTS SIMULATORS



Whether it be football, tennis, snooker, golf, basketball or any other sport, this is the league for you.

- | | | |
|----|--------------------------------|---|
| 1 | Kick Off 2 | A |
| 2 | Speedball 2 | A |
| 3 | Speedball | A |
| 4 | TV Sports Football | A |
| 5 | Tennis Cup | A |
| 6 | Games: Summer Edition | A |
| 7 | California Games | A |
| 8 | Microprose Soccer | A |
| 9 | Fiendish Freddy's Top of Fun | A |
| 10 | World Class Leaderboard | A |
| 11 | International Soccer Challenge | A |
| 12 | TV Sports Basketball | A |
| 13 | Pro Tennis Tour | A |
| 14 | Grand Monster Slam | R |
| 15 | Zany Golf | R |
| 16 | World Games | R |
| 17 | Projectyle | R |
| 18 | Purple Saturn Day | R |
| 19 | Italy 1990 | R |
| 20 | Steve Davis Snooker | R |
| 21 | Football Manager 2 | R |
| 22 | Jack Nicklaus Golf | R |
| 23 | Footballer of the Year 2 | R |
| 24 | 3D Tennis | R |
| 25 | Manchester United | |
| 26 | Circus Games | |
| 27 | Adidas Soccer | |
| 28 | Passing Shot | |
| 29 | Grand National | |
| 30 | Mean 18 | |
| 31 | Adidas Tennis | |
| 32 | Italia '90 | |
| 33 | Cyberball | |
| 34 | Fighting Soccer | |
| 35 | Street Hockey | |
| 36 | 3D Pool | |
| 37 | Striker | |
| 38 | Gazza's Super Soccer | |
| 39 | Hole-in-One | |
| 40 | Subbuteo | |



THE AMIGA ACTION

Now that your favourite mag has been revamped it would have been a bit of a let down if we hadn't thought of something special for the cover disk. Anything less than a complete game would have been the excrement from Doug's boxer shorts (and that's BAD!) So here it is, Mean 18. Not a demo but the entire game. Aren't we kind to you? Yes.

Loading the game is as easy as pie. After the obvious steps of buying the mag and then going home to your pride and joy (that's your Amiga), you should hunt down your Workbench disk. Load your cover disk onto the Workbench and then double click on

the Golf Disk icon.

When the next window has opened double click on the golf folder. After a few seconds the game will begin to load. When asked to insert the course disk just press Return. We've made things simple by putting the courses on the same disk as the game. Therefore, instead of having to insert the

course disk into DF0:, all you need do is click on Return. Golf will continue to load up. Once the game has fully loaded you will be required to input the set up of your game, whether you wish to practice a hole or a full course or whether you would just like to brush up on your putting skills. The choice is entirely up to you.

Eventually, the Mean 18 loading screen will appear. If you've managed to get this far then everything is okay. Once this screen has loaded you will be able to set up your game and choose whether you wish to practice a hole, play a round of golf or just brush up your putting skills on the putting green.

When you manage to knock the ball onto the green, you will be presented with a zoomed view of the golfer. The ball's course is plotted by dragging a cursor.

You can view the scores at any time and see how well you are doing. By the looks of this screen we weren't doing so well.

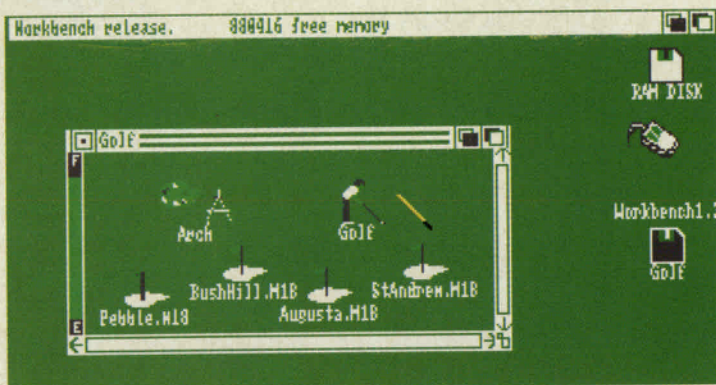
PEBBLE BEACH										
1	2	3	4	5	6	7	8	9	OUT	
4	5	4	4	3	5	3	4	4	36	
SAW										

10	11	12	13	14	15	16	17	18	IN	TOT
4	4	3	4	5	4	4	3	5	36	72
SAW										

WORK FOR ME WORKBENCH

Mean 18 should be loaded up through the Workbench. Once the main icon appears, double click on it so that the window opens. From here you must double click on Golf.

The window will reveal the Mean 18 game icon and the course icons. The courses are all included on the main disk as well as the Golf game.



When the Workbench has loaded you will be presented with the Golf icon. Double click on the icon and the disk window will open revealing its contents.

The Golf icon is the Mean 18 game. Double Click on this icon and the game will automatically load up on your Amiga. The special golf courses are also included on the Mean 18 disk so you will not need to insert any other disks to play our coverdisk. Off you go and have a good game.



On choosing the course that you wish to play you will be presented with an overhead view of it so that you have some idea of the layout. All the bunkers and trees will be displayed as well as the distance of the hole and hole information such as par.

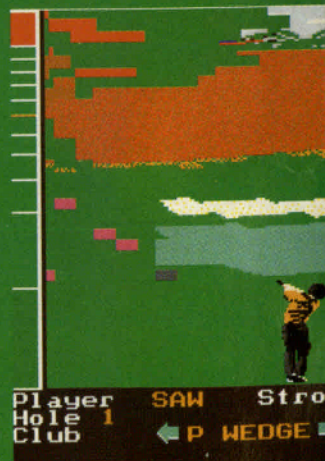


You're through the tricky bit now and this screen is where you must sign in and choose your tees. From here you will also be able to choose whether to play a round or put on the green. It may be wise to practice first as golf is a game of experience.

Insert course disk
Current disk is DF0:
OK Change Disk

ROUND THE COURSE

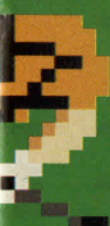
You'll have to time your stroke just right further away from the hole then when you



All the information required for the hole you are presently playing on is shown here including which player is presently playing and the name of that particular golfer.

The clubs changed during the round. The club selected automatically

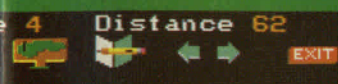
COVER DISK MEAN 18



When you are asked to insert the course disk you will be presented with a DF0: loader button. This should be ignored as the courses are actually present on the original disk. To continue on with the game all you need do is click on the OK button and the golf courses will then load in. You will now be ready for your first game.

COURSE IN 18 HOLES

otherwise the wind may take it and leave you at a loss. Watch out for that snap!



The hole you are presently playing on can be called up and shows all the pitfalls as well as the hole distance.

The present score card can be instantly called up by clicking on the pencil and paper icon.

HOW THE HELL DO I PLAY THIS GAME ?

The initial option screens are fairly obvious but in case you are having trouble here is a quick run down.

There are three methods of scoring. Stroke (Medal) is normal play for two to four players. Match is two player with the one who wins the most holes being champ. Best Bull is a team game with the lowest score for a team winning.

Each player must enter his name and level of experience. Beginners get some help when it comes to selecting the right club but pro players are left out in the cold having to calculate everything for themselves.

To start with you can either practice teeing off, putting or any one hole. If you prefer you can dive straight in at the deep end and play a full 18 holes from start to finish.

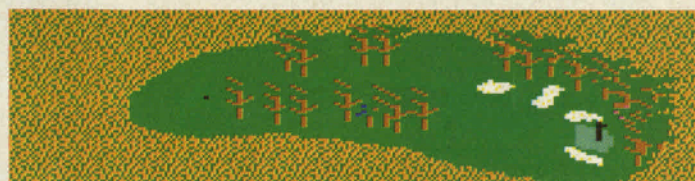
Before making a shot you must choose the club you wish to use. Click on the left and right arrows to alter the club selection. Then use the left and right arrows to scroll the aim, a full 360 degree rotation is possible.

Making the shot will require three clicks on the mouse button. Click once to start the backswing. Each line on the power increases the power of your swing by 10%. The dark area at the top of the screen indicates overswing which reduces ball control. Press the mouse button a second time to start the down swing at the desired point on the power. Stopping your swing part way up will result in a shorter shot. The final click must be made at the bottom of the swing (the line where the swing began). Clicking above the bottom of the

swing will curve the ball left and clicking lower than the bottom of the swing will cause it to slice right.

Putting is a matter of aiming the shot. The arrows on the green indicate the direction that the ball will roll. Therefore you must anticipate the correct line the ball should travel in order to sink your putt.

If you complete the courses on the disk you can even design your own. It's a good idea to make a back-up copy of Mean 18 before using the course designer. This will preserve the original courses. Using the on screen menus you will be able to alter the course name, the skyline background, the trees, bushes and any of the 18 holes. This makes Mean 18 effectively 3 games absolutely free.



Golf is definitely a professional's game and one that should be constantly practised every day. If you find that you're having just a little difficulty in getting your balls in the holes (phweep!) then here is a few helpful suggestions on how to improve your game and beat the par.

- 1) Make sure you keep your eye on the direction of the wind as it will drag your shots.
- 2) Keep referring to the map display as it will help you to plot your progress around the fairway.
- 3) Make sure you have selected the right club otherwise you may undershoot or overshoot.
- 4) Judge the power of your shot against the distance to the hole. Don't just whack the ball.
- 5) Try to avoid the bunkers. These are difficult to get out of and could put you over par.

PROBLEM?

If you have any problem with your Amiga Action Mean 18 Coverdisk, which off course you won't, place the disk into a sturdy envelope and send it off to:

Amiga Action Duff Disks, PC Wise Ltd, Unit 3, Merthyr Industrial Estate, Pemprebach, Merthyr Tidal, Mid Glamorgan, CF48 4DR.

ESCAPE FROM

Colditz®



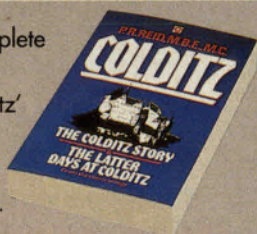
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Boggits Domain

NEW BLOOMS

I've been poking around in the nursery beds looking at the new shoots which should be coming into bloom soon and here are a few that show promise:

Gremlin Software have bought the rights for the boardgame called Heroquest. This fantasy adventure of elves, wizards, barbarians and dwarves caught the imagination of gamers and sold 120,000 copies in the first year to become the best selling board game of 1989. Gremlin plan to release the computerised version at Easter. As

Sierra already have a game called Hero's Quest I foresee loads of fun and confusion when humans try to sort out the difference in their minds.

Domark have produced an animated adventure called the Prince Of Persia which is full of puzzles and swordfighting. The press release claims that you will play the part of a young adventurer who must attempt to rescue a beautiful princess from the Grand Vizier, who is an old sexual deviant. Boo! Why can't you interfering young pups leave us old sexual deviants alone?

Obitus is a new RPG from

Psygnosis which promises us a magical kingdom which has been illustrated with all the care which the put into the Shadow of the Beast, and populated with 400 magical characters. The screenshots are certainly pretty, but the press release which raves about the wonderful free T-Shirt also mentions that the game's price will be £34.99.

Don't you just love *free* gifts which cost a tenner? Reminds me of the time that a Scottish Adventurer was presented with a beautiful white Unicorn. He said: *I don't like presents which eat!*



Constant sunshine and clear blue skies – what smashing weather we have been having here in the Great Wood. I've been spending the long twilight evenings sitting in a deck chair under the Old Blackthorn Tree, with a glass of mead in one hand and a mutton pie in the other, watching the young dragons making their first flights off the distant crags. I don't know what strange power keeps the weather forever sunny here, but I'm not going to complain.

I do get lots of mail asking me to explain more fully where my treehouse is located, and how big the Great Wood is. I once climbed all the way to the top of the Old Blackthorn Tree to see how far it stretches but I certainly couldn't see to the boundary. On a clear night Archmedes the owl says he can see forever.

Off to the east are the blue Dragon Mountains which are full of caves and secret tunnels. I have been told that a race of dwarves mine for silver up there, but I'm too old to make that trek now – and anyway the tunnels are probably crawling with humans searching for treasure and bashing each other up.

A few miles to the north are the crossroads which leads to the village where I shop. A kindly group of people live there, not very bright, but at least they don't bother me with stupid questions when I walk over to buy a few odds and ends.

To the south is the river which leads to the cliffs and the Crystal Falls. I know of a few goblins who have dared to go

over the falls in apple barrels, searching for the gold which is said to be found in the mists far below, but as they never did come back with any I don't think I'll try it.

To the west the wood gets darker with each passing mile. There is nothing I can put my finger on, but the birds sing less and the shadows beneath the trees are deeper. Flowers smell as sweet, but they have a strange perfume which makes your head swim and brings uneasy thoughts into your mind. It may be just my imagination, but I'm always glad when I can turn and head for home, back to the greener glades and sunny meadows.

I expect the weather has been the pits out there beyond the boundary of Adventureland. Never mind, I'll try not to worry about your problems. I find I have an infinite capacity for being able to put up with the troubles of humans. Couldn't happen to a nicer race of twits I always say. At first I thought that I would never get used to living in a tiny house surrounded by mailsacks, but on reflection things could be a lot worse. Pass me another pie!

QUICK KWIP

(sent by M Jardeby)

Q: How do you know when an Atari ST user has been using his computer for



word-processing?

A: TIPEX on the monitor!

Take a High Dive Into The Kings Quest Wishing Well

I think your Domain is a great thing. As soon as I buy A.A. I always go to your



section first to see what clues you give. Like last month – you told me how to get on the Condor and get down the well in Kings Quest II. I went down the well, but where or what do you do next, because I just drown in the water?

Cairdre o Domchnaill, Galway

It's very hard sometimes writing answers which humans can understand. Dragging my intellect down to that level takes a lot of practice. What I normally do is take my replies down to the bottom meadow and try them out on the donkey who lives there.

If I send you down a well and all you see there is water, then what you are looking for must be under the water. Type DIVE and you'll be able to swim down and find the secret. I suggest you prepare yourself for quick action by typing the command early as Irish adventurers tend to sink more quickly than others. It's something in their physique which makes them top-heavy and keel over.



Did I mention that the butcher in the nearby village sells *Special Recipe – Thick Irish Sausages*? I kid you not!

Get a Good Deal From Cherri Tart in Larry III

I have been to watch the show at the Nightclub and talked to the dancer Cherri Tart. She wants some land, but I have none. I know I will get land when I get my divorce, but first I need 500 dollars. Where do I get 500

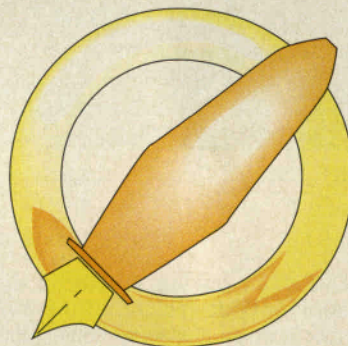
dollars? And when do I meet Passionate Patti?

Magnus Jardeby, Sweden

Wrong again human. You are correct in saying that you will need the money to get the divorce, but you don't need to be divorced to get the land deeds. After you have spoken to Cherri, go to the lawyers and ask for a divorce. When you are told to go to see the female lawyer ask for the deed. You will eventually be told to return later and pick up the deeds from the receptionist. You will be able to return later, collect the deeds and give them to Cherri. And then...

This might be a good time to mention that The Official Book Of Leisure Suit Larry is now available from Compute Books. It contains the complete solutions to all the games, plus lots of background information on how the games were created and where all of the secret in-jokes are to be found.

There is the small problem that it costs £14.95, but as all you Swedish adventurers are stinking rich I don't suppose that matters.



STAR LETTER

Gameplay Versus Graphics – What Do You Think?

With regard to your comments in the Compost Heap, I would like to say that I wholeheartedly agree with you. There is an annoying trend creeping into RPG and Adventure games where gameplay is coming last to graphics and sound.

I am playing Leisure Suit Larry III at the moment and whilst not denying that the graphics are far better than they are in a game like Dungeon Master there is no comparison when it comes to gameplay. The game becomes so disjointed and slow owing to constant disk accessing when moving from screen to screen.

The problem with 16-bit software is not the software itself but the inability of the floppy disk to shift the huge amounts of code into RAM fast enough. Personally I would rather have a lower standard of graphics. I too do not like the long hands off sequences in games nor the pointless arcade sequences. Can anyone tell me what relevance to the storyline the mazes in Operation Stealth have?

I was in a computer shop recently and heard the following conversation:

Sales Assistant: "Can I help you?"

Mum (with Dad): "Our son has an Amiga and we wish to buy him a game."

Sales Assistant: "What kind of game?"

Mum: "Oh, he doesn't mind what it is, so long as it has good graphics."

Absolutely no mention of gameplay, good graphics being the only consideration. Perhaps this is the attitude which has resulted in the games we are getting.

D. Powell, Lancing

You seem uncommonly intelligent for a member of an otherwise moronic race! I was beginning to think that I was the person who thought the Emperor's New Clothes looked slightly transparent. I'll look around my Petunia Patch and see if I can send you something to brighten your winter nights.

CAPTIVE CORNER

"Okay, maybe I do play Captive all night, but I'm not hooked, I can handle it! In fact I think I'll probably give it up after I finish my current mission. I could give it up now if I really wanted to, I just want to see what new monsters there are in the next Star Base".

Recognise anybody you know? It appears that there is now a legion of Captive addicts storming across Mindscape's galaxy of star bases, leaving havoc in their wake. Those of you who took my advice last month and bought this addictive package will be terrified to hear that Mindscape have announced they will be releasing an additional Data Disk in a few months' time.

The game's writer – Tony Crowhurst – has told me that he is planning to take a short holiday and then return to begin writing Captive II – The Freedom Fighters. Don't ask me what is going to happen to my Petunia Patch over the next months –

the weeds are already beginning to take hold.

Because of the seemingly endless puzzles that this game has hidden in its depths I have decided to devote a little section each month to uncovering the mysteries. If you have unraveled any goodies let me know.

For a start here is the purpose of those mysterious dice. Stand before one of the four button combination doors. Operate the dice and see what happens.

But here is the answer to the problem most of you are stuck with. In the fifth star base there appears to be no password to release the planet probe. That's because you have not found the correct computer console. The one you seek is on a level above. You must use the mapper device to locate the holes in the ceiling which are invisible from the floor and then use the Anti Grav device to lift you up. Sneaky swine isn't he?





All dressed up and nowhere to go. Poor Larry, he's got his leisure suit, but where did the rest of his possessions get thrown?



Get Your Passport in Order For A Cruise With Larry II

Please help with my problem in Leisure Suit Larry II. I can get as far as the ship that leaves for the South Pacific, but I can't get hold of a passport. Thus I can't board the ship and get stuck.

Neal Bethure, Barnet

It's funny you should mention that because I also have a problem with my passport which stops me going abroad as well. Twice I have been forcibly removed from Passport Control for kicking officials who laughed at the photograph inside!

Your passport is where your ex-girlfriend has stuffed the rest of your belongings – in the garbage. Go home and search the bin in front of the house. While you are searching, keep a weather eye out for that rotten, black dog – or it won't be just your hands which are smelly by the time you've finished.

Galdragon Revisited

If you want to get the gem from the assassins you must first go to the forest at the west side of the map. Find the elf lord who has the cloak. Once you kill him, grab the cloak and get out. Walk to the forest at the SE of the map and find the head assassin (he's wearing magic armour). Since you are invisible to him, because of the cloak,



he is easy to kill. Take the gem and leave.

The cross left behind after you kill the Demon Master is used to defeat a powerful carnage spirit in the castle you started in. Have you found the Minotaur Temple in the s.w. corner? It's not shown on the map but one of the gems is there. If anyone wants any more help write to me at : R.R#1 Waterloo, Ontario Canada N2J 4G8

Brad 'The Molester' Arndt

Where did you get such a silly name? Only a plonker goes around calling himself by a silly name. (Ehem! – Ed.)

Operation Stealth – Opening That Dammed Security Door

Oh Boggit, knower of all adventures, I, a humble 14 year old, seek thy assistance. My problem concerns Delphine's neweth gameth, Operation Stealth. I am sureth ye can helpeth me.

In the Base of Spyder I hath crawlth on my hands and knees to enter the holy toilet. After getting outeth, I collect everything I can in the many rooms. Now I am stucketh.

Firstly, is there any way of getting inneth the bottom room? Secondly how do I getteth through the security door? Help me oh divine Boggit, I am in shambles.

Ahmad Hassan, The Hague

Peace be upon you my son. Not only will I answer your

prayers, but I'll also try and do something about healing your appalling lisp. Firstly I don't what Bottom room you mean. If you wanted to go in the Bottom room – you should have gone when you were in the toilet!

The Security door will only open for personnel with the correct fingerprints so you must use your wonder cigarettes to remove a copy of a guard's fingerprint from a glass and then operate the paper on the door.

Now to solve your last problem. On



the night of a full moon I want you to face France, close your eyes and whisper the magic words: This one's from Maggie. Stick out your tongue, then get a friend to hit you on the head with a sledgehammer. That's it – no more lisp!

Yearning For Chaos

When. Oh, when will Chaos Strikes Back appear on our humble Amigas. Please relieve me from my torment.

R. Bridwich, Hants

Mirrorsoft have reliably informed that Chaos should be coming out in January. Hopefully we will have a review for you in the next Amiga Action.

Haggle For a Bargain With The Immortal

I am stuck, not at the beginning, (but damned near it) with Immortal. On level 2 there is a trader sitting in the corner who has anti-slime oil for sale. The problem is that I don't have enough gold to buy it, as he wants 80 gold pieces and I only have 60.

I have looked everywhere for extra cash, but there isn't a single cash-dispenser in the whole of the dungeon. Lend a couple of quid till Friday Bogg-Brush!

J. Thompson, York

I wouldn't lend my granny a couple of quid, never mind mind a northern tripe-basher.

Your problem is that you haven't explained to the trader how badly you need the oil. Perhaps if you bashed him with a black pudding or something he'd get the message. Failing that, just ask him twice and you'll find that he's dropped his price to 60 gold pieces. Too polite, that's what I've always said about Northerners, too polite (Ha!).

Okay, that's your lot for this month, I'll get Archimedes to fly this scroll down to the crossroads and then we'll get back to some serious monster bashing.

With the coming of the new look Amiga Action, Boggit's will also be blessed with a new look. Unfortunately, there wasn't a great deal of time this month so hopefully will see some major improvements on these glorious pages.

If you have any ideas as to how you would like the Boggit to look then just drop me a line and I'll see what I can do. I'm not promising anything, though. You humans are a tempremental bunch so make your ideas worthy of my glorious pages.

Send your queries, moans and plaudits (praises to you!), with an S.A.E to:-

**Boggit's Domain,
The Old Blackthorn Tree,
29, Blackthorn Drive,
Larkfield,
Aylesford,
Kent ME20 6NR**

DUNGEON MASTER LORE

Trudging around in the Dungeon can be hard work when you are low in spirits and vitality. Perhaps what you need is a set of Speed Boots to put added zip into your feet. There is a set of these magical, fashion accessories hidden on levels 10, 11, 12 and 7.

If you've finally admitted defeat, here's where to find them:

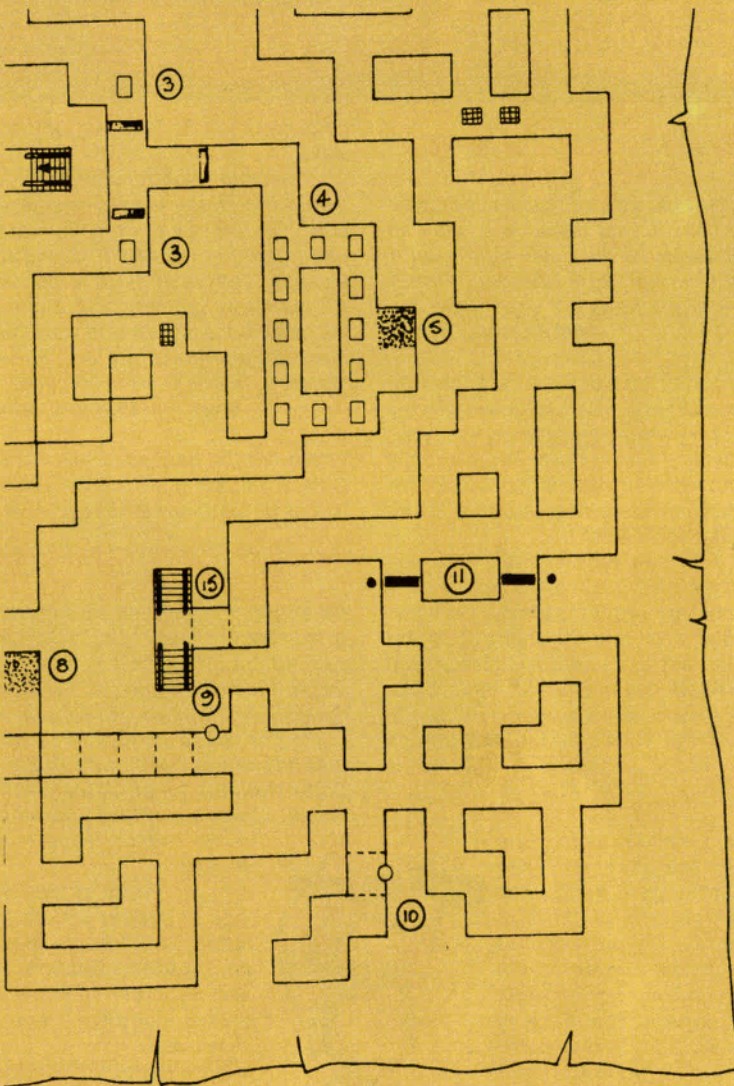
Level 10: In the SE corner (see map) there is a small wall button (9). Pressing this opens a wall at (10). Pressing a similar button at location (10) opens the wall back at (9). Here there is a further room behind an illusion wall which leads to the boots.

Level 11: In the SE. corner are the stairs down to level 12. To the left of the top of the stairs is the entrance of

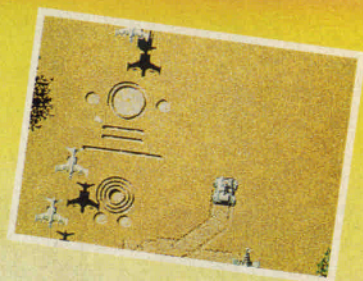
a passage. Walk into the passage and instead of turning left after two moves, walk straight through the facing wall. Walk through two more illusion walls by moving right, forward and right again. Voila!

Level 12: There is a corridor infested with spiders. Carved on the wall is the legend: *Cowards will be hunted down and killed.* At the far end of the corridor, in the room entered by three doors, lie the boots. **Caution:** There is a magic spot on the floor which triggers the generation of more spiders should you stand on it.

Level 7: Once you have been to the bottom of the dungeon and returned with enough keys to fully open this level, the last set of boots are in full view on an altar.



From the programmers of Silkworm, the shoot 'em up of the eighties, comes SWIV, the shoot 'em up of the nineties.



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Computer aided weapons systems on-line, communications equipment operational. System checks complete, prepare for combat as a member of your nations elite assault team - SWIV. Two different vehicles of devastating destructive power, fighting together in one team.

PRIMARY OBJECTIVE: Destroy enemy control centres.

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SWIV - No one knows what it means but everyone will know it when it arrives. Coming soon.

"Destined to be THE Shoot 'Em Up of the year." Amiga Computing November '90
"Superlative Shoot 'Em Up Stunna." Zero November '90

Screenshots shown are from the Amiga version



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In the distant future, the world of sport relies on vast quantities of TV coverage to keep it going, and with over 900 channels available on each TV set, it's not hard to watch the sport of your choice. There have been one or two changes in the popularity of various sporting activities however. Soccer has plummeted in the viewing stakes, and something far more popular has taken over. This new sport is Botics, and involves two robots battling against each other in a 3D game of bat'n'ball.

Botics takes place on a pitch made up from five arenas. Each area is basically a small room with a goal mouth at each end. Protecting each opening is a single robot, one controlled by the computer and the other by your joystick. The ball is then launched into the centre of the room and the game begins. The ball is then flung around the arena, bouncing off the metallic surface with speed.

It is your job to stop this ball

from entering your goal. If this happens, you are pushed back into the next pitch, and your opponent is one step closer to your end zone and victory. There is an option to impact extra energy into your shot using the fire button to increase the electrical charge to your bat. But beware: overdo it and your bat will explode. There are four different arenas to compete in: Alpha, Beta, Delta and Gamma. Alpha is the first and easiest pitch to play on, as no obstacles appear. However, the other three feature larger goal mouths that open and close, speed ups

for the ball and even a barricade that will block the ball in either your half or your opponent's half.

There are five opponents to play against: Brett, Mitch, Mark, Hank and Rock. Each has his own specialities and disabilities, but Mark is the worst player, as he returns the ball with sluggish speed. The likes of Brett are devastating when using the electricity to deflect the ball. Mitch can throw the ball at the wall and rebound it with superb accuracy.



OVERALL SCORE

71%



Botics



(And Left) Depending on the result of the match, you'll either have your name in lights and venture onto the next game, or, on the other hand, fail and be left sitting outside the pitch!



ACTION INFO

BOTICS

KRISALIS £24.99

TEAM: JIM TRIPP & NEIL ADAMS



Although hyped as the sport of the future, Botics may be disliked by a number of people for the following reasons. The game is enjoyable to begin with, but the initial excitement soon wears off due to very repetitive gameplay and lack of variation in both the opposition and the arenas to compete in. However, the game is nicely presented, with attractive graphics. The control system was tricky to master to begin with, as judging the height of the ball was difficult, but perseverance proved the controls are not a problem.

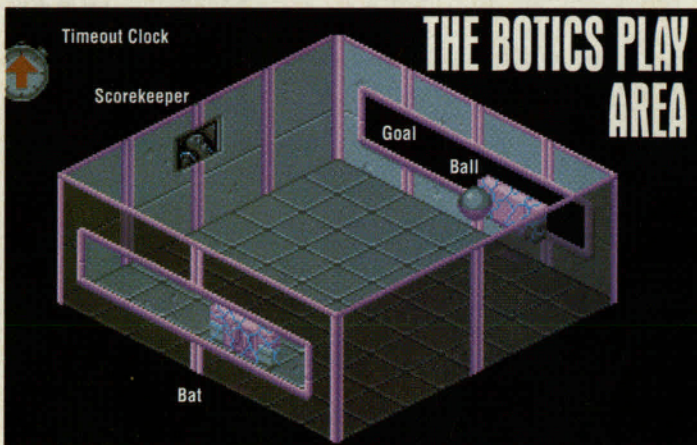
LEAGUE RATING

6 LORDS OF WAR

7 BOTICS

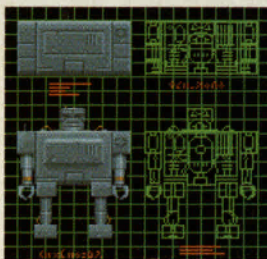
8 TITAN

BAT AND BALL GAMES



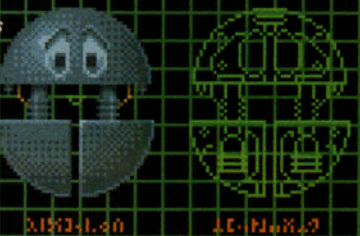
THE BOTIC

The player under your control is along similar vein to that of a transformer - in other words, it has the ability to change between the bat and the bot. Neat, eh?



THE BALL

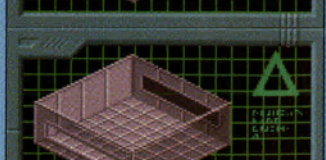
The ball used in Botics is specially designed, and can sprout legs in order to walk to the kick off spot. It is also tough so that it can withstand any of the knocks that are involved in the sport.



THE OPPOSITION



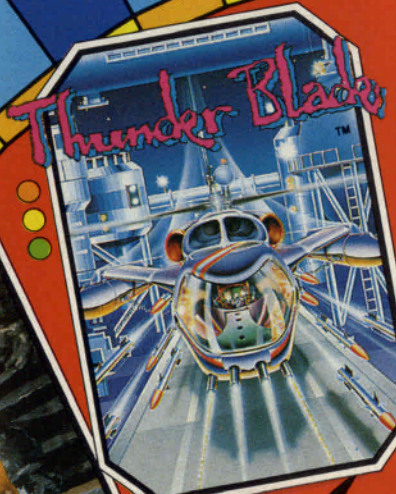
(Above) The five competitors that you come up against have various skills of play, from the weak Mark, to the tougher Hank and Brett. It is wise (and fairly obvious!) to start off with Mark, progressively passing through the different skill ranks of the other players as you go.



(Above) Botics is set over four different pitches, each offering obstacles that increase the difficulty of play. Alpha includes nothing more than the two players and a couple of goals. Delta has other options.

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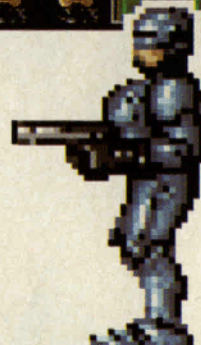
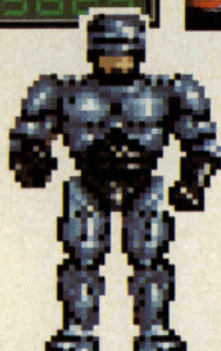
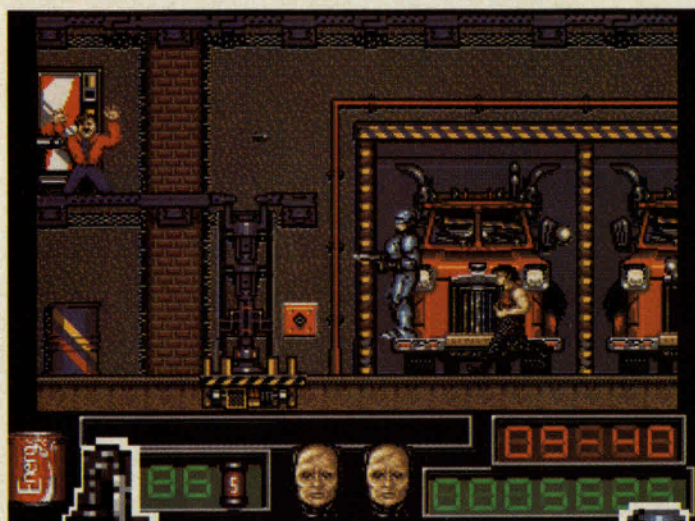
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Spying a hostage Robocop advances in an attempt to rescue him. Choosing which targets to blast is vital, as killing innocent bystanders is against a prime directive. In this case a scatter gun would be a hinderance due to the large spread of bullets.

Using a hover platform you can travel between sections of certain levels. At this point the bonus icons are bad news as they are the only thing that can knock you from the platform and send you crashing to the ground. Avoid them like the plague.



SHOOT 'EM-UP



After his run in with Clarence Bodiker in the last game, Robocop has been patched up and rebuilt into a lean, mean, law enforcement machine! Boasting bullet-proof titanium armour and a fully automatic machine pistol, Robocop is back to bring justice to the streets, a type of justice only he can deliver!

A plague is sweeping through Detroit. That plague is the new designer drug, Nuke. Instantly addictive, the drug has already affected the lives of thousands of unfortunate victims, making their only thoughts of where the next fix will come from. Detroit is a bankrupt city controlled by a corrupt corporation, and Nuke is easily available to those with the money. Help is needed fast and Robocop is here to rid the city of this disease, to clean up the decaying old Detroit.

In Robocop 2 you take the role of Robocop himself in an attempt to destroy the laboratories where

the drug Nuke is produced. You must break into and systematically search through warehouses, unused factories and office blocks for canisters of the drug. The Nuke is hidden inside various boxes and containers forcing you to investigate every inch of the playing area. The unscrupulous drug barons have also taken hostages which they are holding captive in the drug labs. A target



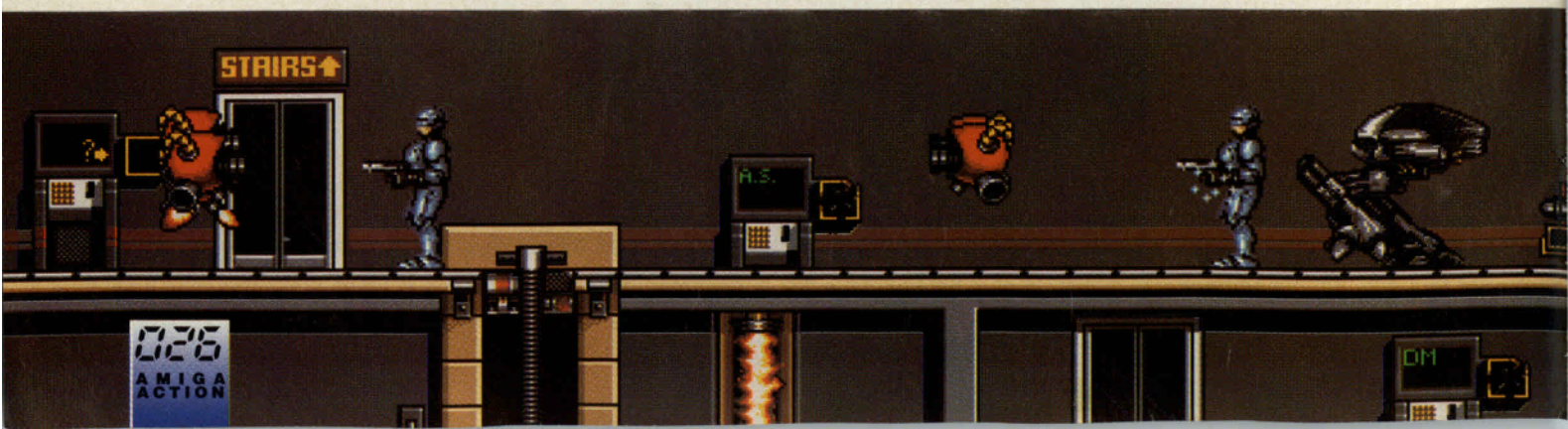
must be identified before you fire or you will risk shooting an innocent man. Rescuing the hostages is imperative.

As you progress through the multi-level factories you soon realise that some sort of heavier fire power is required if you are going to have any chance of success. Shooting various items scattered around the play area, such as the drinks dispensing machines,

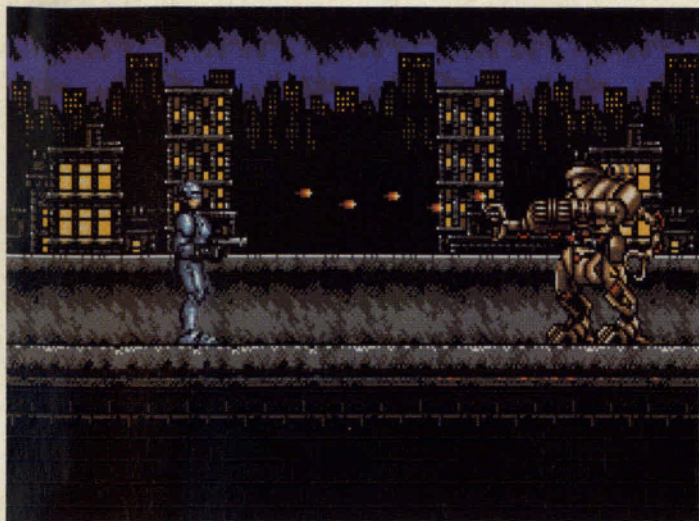
will give you a reward. This will either be in the form of a much needed energy booster, or a weapon upgrade. These can include a scatter gun providing a spread of shots, rapid fire for a concentrated burst to take out the hordes of perpetrators charging towards you, or a three way burst that covers you above and below as well as ahead.

The factories and warehouses are spread over several floors and

Robocop 2



If you can defeat the evil drug baron, Detroit will be rid of the threat of Nuke. A constant barrage of bullets and missiles assault you whilst you attempt to deal with the metallic monstrosity, but you must be victorious if justice is to be done. Fail and all will be lost.



buildings. Moving between floors can be achieved using the elevators or by scaling the walls themselves. A hovering platform provides a method of ascent when outside but touching any objects will knock you from the platform and send you plunging to the ground. To progress between buildings the quickest and simplest method is to punch a hole in the wall and step through that. Subtle or what?

Of course the drug barons aren't just going to let you stroll in and shut down their operations. Hundreds of their minions set upon you as soon as you walk through the door. Armed with a plethora of lethal military hardware they attempt to reduce you to nothing more than useless pile of scrap metal. Armour piercing rockets, grenades and .50 calibre incendiary shells rip into you rapidly depleting any chances of survival.

And as if that wasn't enough there is the machinery in the factories to worry about. Crushing machines pound up and down: one false move and they'll turn you into a metal pancake. Moving walkways spin in multiple directions; a momentary lapse of concentration and Robocop will be thrown into an exposed electrical cable, fusing his circuits.

If you manage to succeed in getting through the factories and warehouses, and then finally destroy the laboratories where the nuke is produced, then who knows what lies ahead. Nuke may no

longer be a threat to the city but something else is sure to take its place. And then Robocop will be called upon again to dispense justice in his own personal way.

OVERALL SCORE

77%

ACTION INFO

ROBOCOP 2
OCEAN £24.99
TEAM: SPECIAL FX



Robocop 2 is certainly an improvement over the first game in all departments. Graphics, sound and gameplay are all improved from the original. The most frustrating aspect of the game is having to start from scratch whenever Robocop dies. Allowing you to restart at an intermediate stage would have been much appreciated. It's a reasonable game that will keep hardened games players going for a long time, Robocop 2 is a very competent follow-up to the original and will offer a stiff challenge.

LEAGUE RATING

15 OPERATION WOLF

16 ROBOCOP 2

17 BAAL

SHOOT 'EM - UP

THESE AREN'T THE DROIDS YOU'RE LOOKING FOR

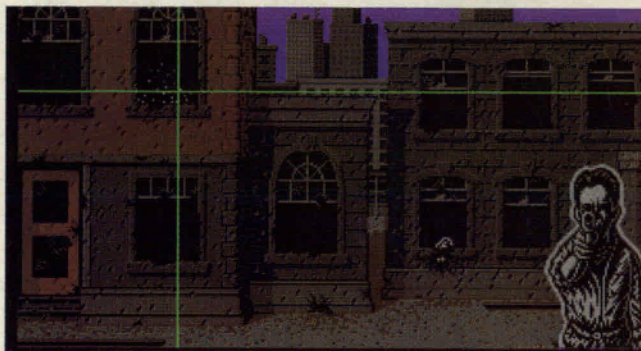
According to the dictionary a robot is any automated machine programmed to perform specific mechanical functions in the manner of a man. The person who is credited with defining a robot is Isaac Asimov. In his early science fiction books he set out the basic rules that robots must follow. Even today these rules are adhered to.

The majority of people have formed their opinions concerning robots from their television and motion picture appearances. Lost in Space and other cult TV programmes from years ago featured robots in the "man's best friend" role. Whenever the heroes were caught in a tight situation along would come Robby to save them.

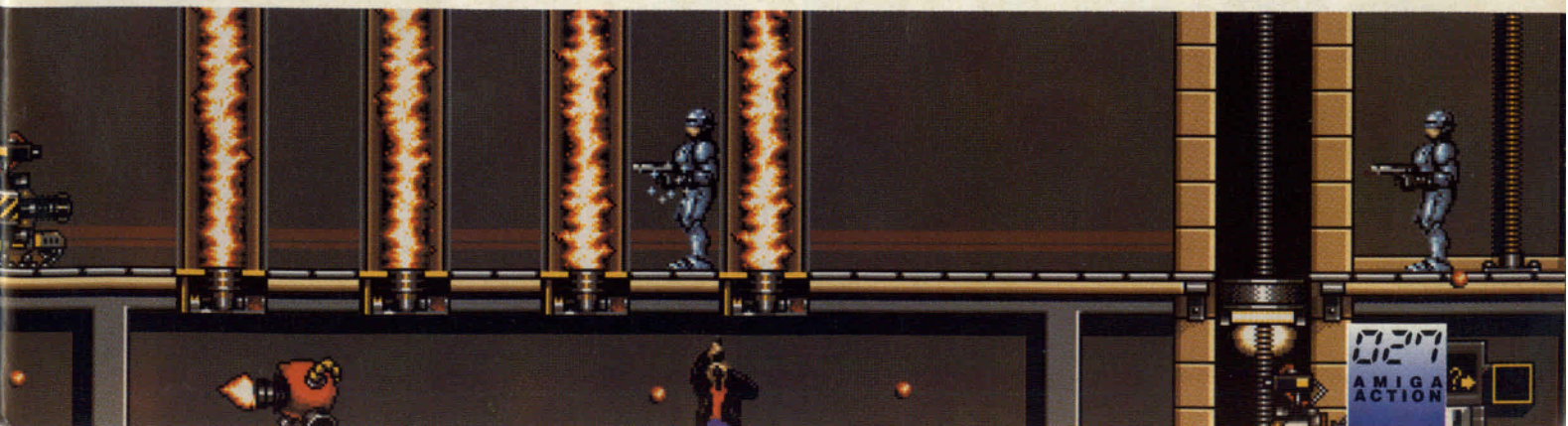
Although considerably modernised, Star Wars used R2-D2 and C3-PO in a similar manner. Up until recently robots tended to be used as tin can Laurel and Hardy characters. Improved technology in the film industry has allowed more realistic looking robots to be used and so this image has tended to disappear. Strictly speaking the Terminator and Robocop are both cyborgs, but they display the state of the art in robot technology in the film industry today.

The days when robots can be used to replace humans in every day jobs are a long way off. Before they can be used for anything but simple repetition the theory on artificial intelligence will have to be realised.

A BREAK FROM THE BLASTING



As in the first Robocop you are given a rest from blasting the baddies by two sub-games. The first tests your mental skills as you rearrange a circuit board against the clock. In the second you get the chance to test your accuracy with a pistol on the firing range. Success will boost your score and give you a bonus for the next level.



As the wizard strolls casually onwards he is attacked by the enemy.



At the end of the level, the evil wizard attacks with killer cherubs.



Mystical



For many years you strived for perfection as a magician and now your studies as a novice are almost over. Unfortunately, while on a course of opening doors at the temple of the Great Wizard, you clumsily cast the wrong spell and caused all the Great Wizard's

potions, phials and scrolls to disappear.

Obviously his anger was great and the chances of you passing your final exam small. Luckily, he has given you one last chance and has commanded you to bring back all his magic which has been scattered throughout many lands.

To help you recover the missing magic the Great Wizard has allowed you to use his magic against the natives of each location. He will beam you down to the level and then pick you up again when you have completed it.

No sooner have you arrived when the inhabitants charge up to you firing missiles. By picking up the scrolls you will be able to read them and acquire yourself extra spells while potions must be drunk. Once the spells have been learnt they can be used against your adversaries.

Each spell has a different

effect. Some will turn people into frogs while others will transform them into stone. Eventually you will realise which spells are most effective and you can then concentrate on collecting them.

Eventually you will come to the root of your problems. A god has in fact stolen the spells and you must therefore defeat him in magical combat. Beat him and a crystal ball will appear which will project him into another dimension. Maybe this will be your final test. Unfortunately, this god is armed and he pulls spells out of his cauldron like there's no tomorrow.

You'll have to rush around him, avoiding the oncoming cherubs who are out to kill you. Take too many shots and you will be destroyed. So you will need to avoid the cherubs and keep firing.

ACTION INFO

MYSTICAL
INFOGRAMES £24.99
TEAM: FABRICE DECROIX



Although different from the average shoot 'em-up, Mystical still falls into this category as it contains plenty of blasting, all be it with spells, and a whole host of enemies. The idea of collecting spells is interesting to say the least and each is as surprising as the last. Each time a potion is collected, the magician gulps it down while scrolls are eagerly read and each one is very humorous and quite different. Each level is basically more of the same: kill everything in your way, and I think this scenario may be the downfall of Mystical.

LEAGUE RATING

34 ROBOCOP

35 MYSTICAL

36 ELIMINATOR

SHOOT 'EM-UP

SOME FACTS ABOUT ARTIFACTS



These items are scattered about the landscape and have different effects on your character. From Left to right and from Top to bottom they are: Fire Balls, Vegetables, Bloody Blades, Petrification, Imprisonment, Earthquake, Magic Sword, Metamorphosis, Fire Ball, Ice Storm, Weird Sign, Paralysis, Multiple Vision x

3, Multiple vision x2, Fear, Genius, Fire Aura, Improve Fire x2, Improve Fire x3, Lightning, Vampire Bullet, Poisonous Cloud, Shoot, Buckler or Reflector

ROLE CALL...



MONK: The monk is armed with Bibles and he's deadly accurate at hitting you with them. They are also very strong and take several hit before they die.



FARMER: The farmer is armed with pitchforks and, like the monk, he is a deadly shot. Your potions and scrolls should see to his demise.



BOY: The boy isn't actually armed but he's a pretty fast runner and he has a pet which looks like a demented poodle with fangs. Both should be avoided.



GIRL: Like the boy, the little girl is also a very fast runner and you will need to manoeuvre skillfully if you are to avoid her. Watch out for her pellets.



KILLER TREE: The tree stomps around the play area stamping anything under his feet into dust. The tree is almost invincible to scrolls and potions alike.

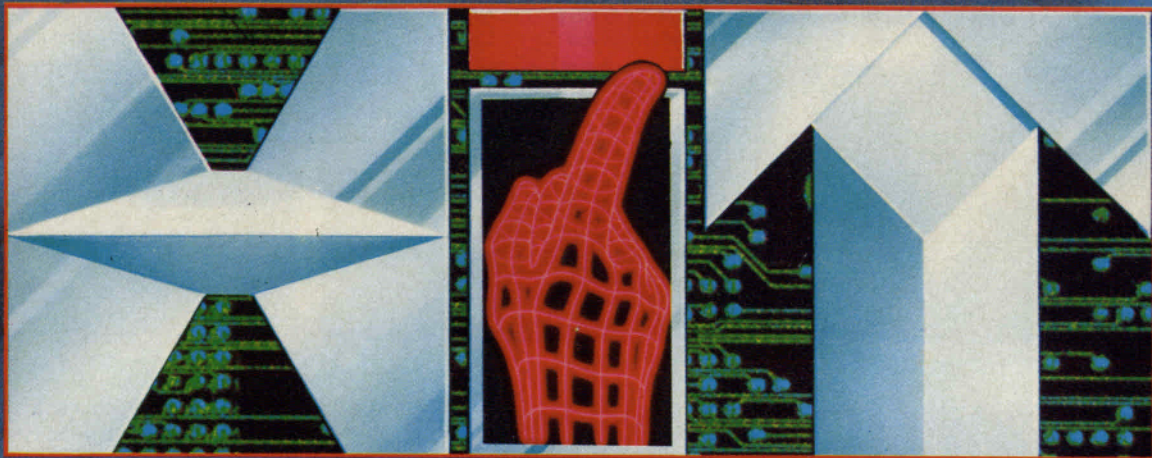


VILLAGE IDIOT: He is a real moron but is still capable of inflicting heavy damage. Watch your sides split with laughter as you turn him into a frog.

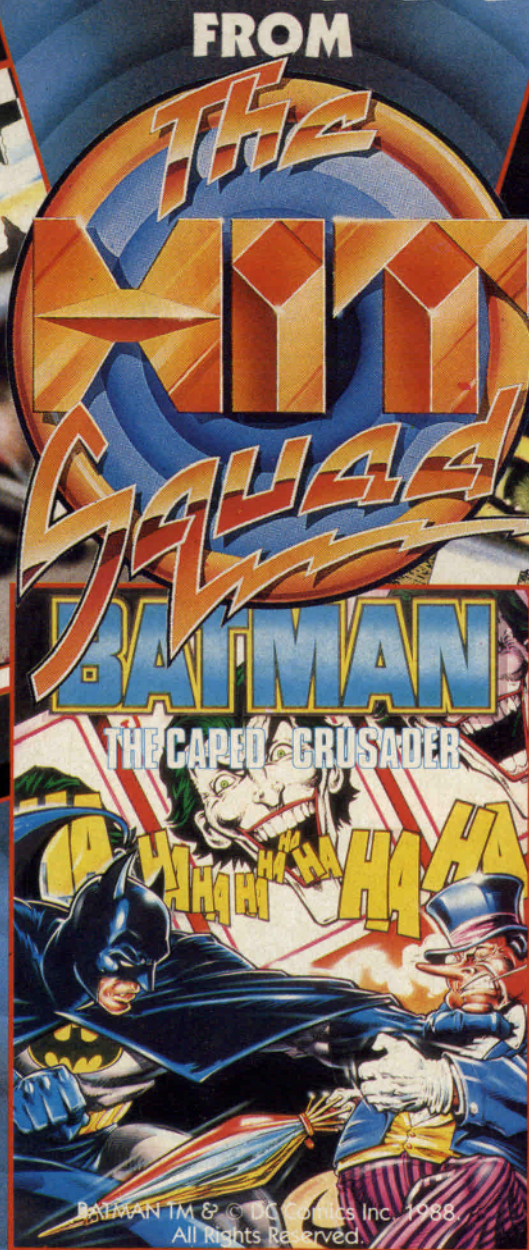
OVERALL SCORE

70%

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You become involved in a skirmish with Terrine warriors. Using rocket pistols, lasers guns, needlers and bolt guns you fight them off. Using the various menus you can opt for different strategies and tactics or allow the computer to handle the combat for you.



Here you can see the stats for Flavius, one of the warriors in your team. Being native to Mars he comes from the proud and noble race of Desert Runners. A selection of different characters in your team is vital if you are to succeed in your fight against RAM.



On a routine mission you discover a derelict rocketship amongst the junk and wreckage that orbits around Earth. Should you go and investigate or return to the space station and get help? The craft may contain treasures beyond your wildest dreams or demons from your worst nightmares.



Buck Rogers

ROLE PLAYING



Buck Rogers in the 25th Century has been on our TV screens for a few years now. Mention the programme to science fiction buffs and images of shiny space suits, beaming smiles and horrid robots make them convulse in horror.

Now TSR and SSI have taken the theme and given it a major revamp. Gone are the golden robots that continuously mutter *Biddi biddi biddi*, the terrible story lines have disappeared down the drain and it's goodbye to the scantily clad women.

Humanity has expanded to populate the inner planets of the solar system. Hostile worlds have been terraformed into life supporting planets. Cities have been carved out of asteroids, colonies drift through the gas clouds of Jupiter, and Mercury is home to subterranean civilisations. Mars has become the seat of power among the inner worlds. From here

A C T I O N I N F O

BUCK ROGERS
U.S. GOLD / SSI £29.99
TEAM: SSI

Buck Rogers is based around the AD&D games that have been brought out recently. Anybody who enjoyed these earlier games will find this new release of some interest. However a good game has been spoilt by a few bad points. Firstly a 30 minute ordeal of initialising the game on to three blank floppies must be endured before you can even start playing. The repetitive combat scenes soon become rather tedious. But most importantly, you must have at least a one megabyte machine to load the game.

LEAGUE RATING

5 LEGEND OF FAERGHAIL

6 BUCK ROGERS

7 DRAGON WARS

ROLE PLAYING

Russo-American Mercantile (RAM) mutant infested ruins. All hope of goes about its goal of enslaving the solar system.

Earth has been reduced from its former glory to a twisted wreckage despoiled by interplanetary looters. Its population is divided, trapped in urban sprawls and

returning Terra to its former glory lies with a daring band of rebels, the New Earth Organisation (NEO) led by Buck Rogers. You must join Buck and the rebels of NEO in the struggle of RAM domination. Before launching yourself into

the fray of interstellar combat you must create a party of rebels to battle against RAM. Like the majority of the game system this is based around the standard AD&D rules with a few modifications to encompass futuristic skills and abilities.

Security systems, technology, navigation and starship piloting are just a few of the skills that have been added. Character creation is simply a matter of assigning development points in the appropriate places. Engineers, medics, warriors, rogues and pilots can all be generated in a few moments.

You can control all of your team and select any actions you want to make using a combination of mouse and keyboard. Simply clicking on the option you require or typing in the initial letter is all that is required.

When you engage an opponent in combat the game shifts to an overhead tactical view. The weapons you use, tactics and any actions you perform can all be decided by you.

If you prefer, any combat can be handed over to the computer, speeding up its resolution and allowing you to get on with the problem solving and role-playing aspects of the game which can get very exciting at times.

OVERALL SCORE

75%



RAM military research laboratories have special project teams to engineer evermore dangerous combat Gennies. These beasts are fast and deadly, designed as killing machines.



After boarding a rocketship you immediately discover that something is amiss. Ghosts aren't an everyday occurrence on an interplanetary starship.

HOW DOES ETERNAL SLAVERY SOUND?

The Ur-Quan Hierarchy - the "evil empire" of the 27th Century is ruthlessly invading interstellar neighbours and slave-bonding the inhabitants. Now humanity itself is on the shopping list of species to capture.

Available on:
IBM PC & Compatibles
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Engage in white - knuckle tactical combat as you join forces with the Alliance of Free Stars to defend the galaxy against the conquering armies of the Ur-Quan.

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Screen shots are only intended to be illustrative of the game play and not the screen graphics which vary considerably between different formats in quality and appearance and are subject to the computers specification.

Your grandmother probably won't be the sort of person who would appreciate these sort of pictures. Never mind, I'm sure you will love it.



Sneaking around the mansion on tip toes is one way to avoid the unwanted attention of some of the nasties that are after you.



Ha! Take that you nasty monster. After you hit the beasties with a knife they explode and land on the floor in a gelatinous pulp.

Horror Zombies from the Crypt



A shroud of impending death envelopes the area, emanating from the foreboding stone mansion that towers above you. Lightning cracks through the sky, illuminating the hideously deformed shapes of leering gargoyles perched on the stone parapets. You must enter this mansion of death to banish the evil that lurks inside, to silence the calls of a thousand tortured souls beckoning you to join them in eternal pain and sorrow.

But evil is all-powerful, and in this hideous, unhallowed place it is a force which could crush the souls of saints. You must have courage, for fear is a great enemy. Surely you have no chance of survival, your heart ripped from your chest

by the foul beasts of the apocalypse that lurk within.

Horror Zombies from the Crypt is an arcade adventure that pays homage to the horror genre from the 1950s movies. It stars many of the beasts and manifestations from the movies, all intent upon ripping your flesh from the bone, inviting you to join them in an eternal state of undead.

Destiny has struck and you must take control of Count Frederick Valdemar as he explores the mansion of horror in an attempt to banish the creatures of the night. The joystick controls any actions you wish to make, whether it's leaping across gaping chasms or throwing knives at the minions of hell as they charge at you. Fast reactions and

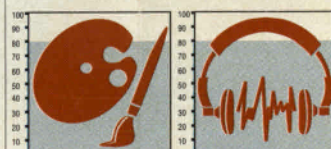
your wits are all that stands between you and spending the rest of your life as a mindless zombie.

Searching through the mansion of gore rapidly becomes a very hazardous task. Frankenstein monsters emerge from the walls and floors all around you. Vampires drop from the rafters on to your head. Suits of armour and statues begin to move, attempting to cleave your head in two with an axe. Hunchbacks throw massive boulders at your frail body.

You're not even safe from the potted plants: walk too close to a dragon plant and it lunges and spits poisonous acid at you. As well as the more interesting creatures a host of other dubious char-

ACTION INFO

HORROR ZOMBIES
MILLENNIUM £24.99
TEAM: ASTRAL SOFTWARE



Some people may react to Horror Zombies from the Crypt a little unfavourably. The graphics are more than gruesome – exploding heads in full techni-colour aren't the sort of thing your granny would like to find in a computer game! But if you can stomach the gore then you'll discover that Horror Zombies is a great game. The controls and gameplay are excellent and combine to make a challenge that you will want to keep coming back to. Horror Zombies is set to become a classic that will keep you playing all night, if you dare!

LEAGUE RATING

7 IT CAME FROM. . .

8 HORROR ZOMBIES

9 UNREAL

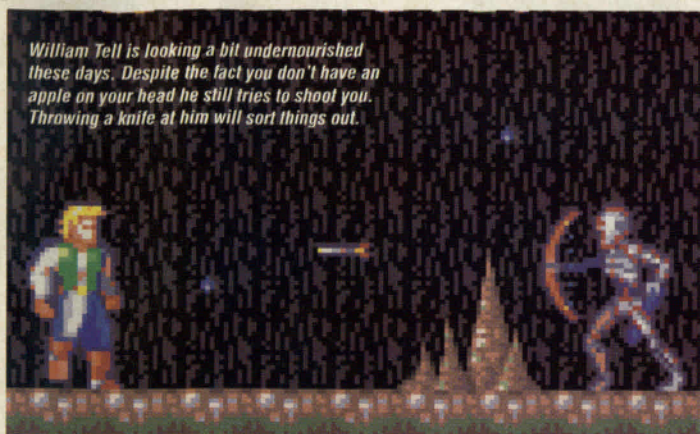
ARCADE ADVENTURE

acters inhabit the hellish mansion: werewolves, bats, ghosts, rats, skeletons, mummies and zombies abound, to name just a few.

Surviving the night at the mansion requires a little thought. Progressing to the next level is not as simple as avoiding the nasties that



LOST: One female head, slightly soiled and showing age. If found please contact A. Ghost. Reward given upon return.



William Tell is looking a bit undernourished these days. Despite the fact you don't have an apple on your head he still tries to shoot you. Throwing a knife at him will sort things out.

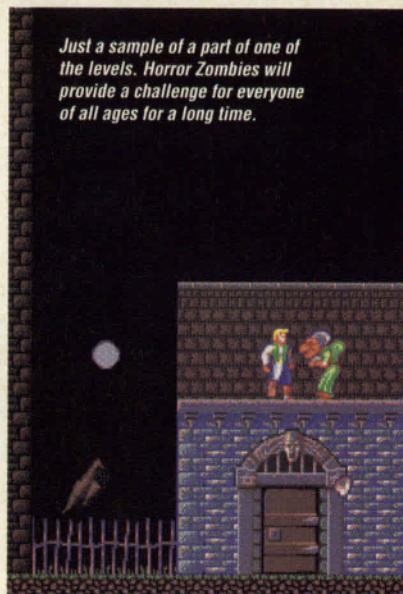
(Below) The situation gets even more dodgy. Now the light bulbs are out to get you.



are tracking you down. In order to open any doors a set of keys will have to be found. In most cases they are hidden in places that aren't easily accessible. Tables may have to be moved about so that you can climb onto them to reach a high ledge and so on.

Different objects can be found that will help you to escape. A pair of trainers allows you to walk quietly, crawling stealthily past any aggressors saves you a lot of trouble. Potions are available that allow you to transform temporarily into a zombie look-a-like. Also hidden in one of the many rooms of the mansion is a bomb, essential for the ultimate confrontation in this great horror mystery.

OVERALL SCORE
86%



Just a sample of a part of one of the levels. Horror Zombies will provide a challenge for everyone of all ages for a long time.

ZOMBIES HERE ZOMBIES THERE ZOMBIES BLOODY EVERYWHERE

Killer Zombie monsters feature heavily throughout the game. If you get too close to this guy you just might discover that you'll lose your head!



Government health warning. Having your head explode can seriously damage your health, not to mention your score!



Not all of the creatures in this game look threatening. Clowns aren't always the friendly types you are led to believe they are.



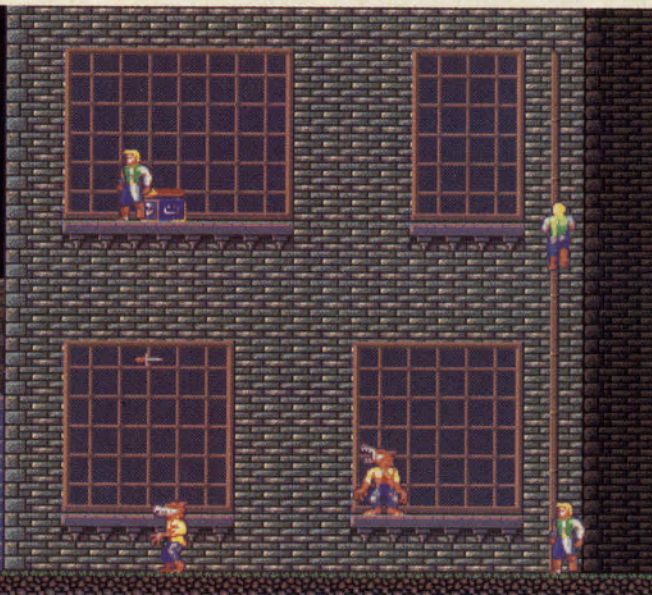
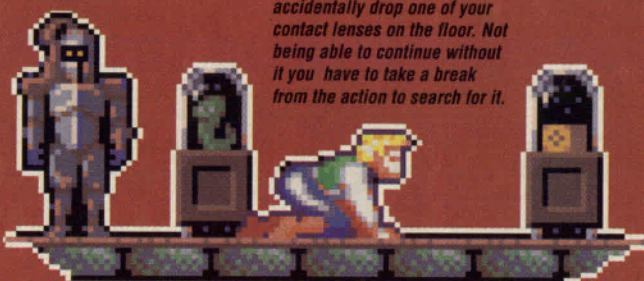
Even the potted plants have got a grudge against you. This Dragon Plant lunges to snap at your puny body if you wander too close.



Not even a stake through the heart or some garlic will help you against this vampire. The best idea is to hide until he goes away.



Whilst running around you accidentally drop one of your contact lenses on the floor. Not being able to continue without it you have to take a break from the action to search for it.





What a man!
The manager
is the guy that
makes sure
that the team
is kept on its
toes. But with
you in control
will this be
possible?



Striker Number Nine

SPORT SIM



Becoming a star striker for a top football team can certainly be very lucrative indeed. Not intent with banging in goals and being mobbed by fans most become TV stars and pop stars. Unfortunately, only the lucky few make top players, as the majority of hopefuls are turned away.

So imagine being accepted by a fourth division football club at 17 and given the chance to play week in, week out and hopefully make it to the top of the first division.

First though you must prove yourself in a set of rigorous mid-week training sessions in an attempt to get yourself picked for the first team.

You play the part of the striker, desperate to break into the first team. Each week consists of three major training sessions. Proving yourself here earns you a chance in the week's forthcoming game. Slacking in a training session results in you losing chances and

therefore ruining your opportunity for first team football and a possible fortune.

The training sessions are as follows. Passing puts you and two team mates up against an opponent, the object being to pass the ball as many times to each team mate without the opponent intercepting the ball.

The coach will also concentrate on your ability to throw the ball. Achieving this requires frantic left and right movements on the joystick (Decathlon style), followed by a timed fire button press to set the trajectory of the ball and ensure a long throw.

The last session in the first week is penalty practice. You have to place the sensitive pointer over the net in such a position that you feel will beat the keeper. You must be quick though as you have a set time to kick the ball and only 10 attempts at goal.

Throughout the season you will have to practice overhead kicks, ball control, stamina training and plenty more. In fact you will be

involved in no-less than 12 training events!

At the end of the week the manager must decide whether or not he has enough confidence in your ability, judged in training, to pick you for the team. If you failed to get any chances you're dropped. Gain chances and you'll win a valuable place in the first team and an opportunity to shine.

The match itself is very simple and lasts for only a few seconds. The only action viewed is the opponent's goal mouth. Your task, as the player on the ball is to take on the two oncoming defenders and beat the goalkeeper. The amount of chances given for this is determined by your success in midweek training.

Being dropped is not necessarily the end of the world. You can take a gamble and possibly get into first team action.

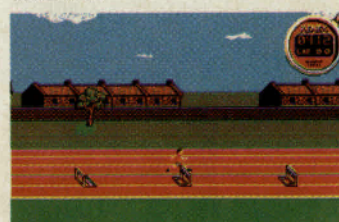
Then again you could pick up an injury that could put you out of action for weeks.

OVERALL SCORE
45%



From the options screen you can access all the menus that are available: check your injured players.

If you're going to get to the top of the league you're going to need to keep your players fit. Jumping a few hurdles should do the trick.



A C T I O N I N F O



STRIKER NUMBER NINE
IMPRESSIONS £24.99
TEAM: VIDEO VULTURE

Being such a football fanatic I was quite looking forward to playing Striker. Unfortunately, it does not live up to expectations. Wagging the joystick, for instance, must be the most annoying control method ever devised, only leading to frustration and many a broken joystick. The game also plays very poorly: 12 half witted training events all with unrealistic ball movements, sluggish players and terrible graphics which together did not add up to much. I cannot really recommend Striker.

LEAGUE RATING

36 3D POOL

37 STRIKER

38 GAZZA'S SOCCER

S P O R T S S I M



There are quite a few ways to score a goal, but for the show-offs among us it has to be the scissor-kick. Gazza couldn't do it better.



THE
**NEVERENDING
STORY II**
THE ARCADE GAME

Soon on your screen for: Amiga, Atari ST
PC (VGA, EGA, CGA and Hercules)
C64, Spectrum and Amstrad.

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All your hopes were shattered when the barge landed at Purgatory. City officials boarded it and placed all the passengers under arrest. One in ten of the passengers were separated from the pack and fed to the dragons as a sacrifice. You were among the fortunate remainder dropped naked and defenceless into the slums of Purgatory. The barge was confiscated and made part of the navy, controlled by Namtar, the Beast From The Pit. Your only thoughts are



A city guard, well armed and armoured. A dangerous enemy.

now of survival and revenge.

When the game begins you have control of a party of four determined adventurers. You must use your wits and skills to survive on the savage streets of Purgatory and gain enough experience to enable you to challenge Namtar, the evil ruler of the land.

Each of the four characters in your party is represented by several attributes, such as Strength, Dexterity, Intelligence and so on. Also taken into consideration are the skills known to your characters. These include Cave Lore, Tracking, Fighting, and others of a similar nature, as well as any magical abilities.

As you progress through the game you will gain experience which in turn will increase the level of your abilities. Control of the characters is through the mouse, although occasionally the keyboard is used to perform a special action such as mapping the city or checking on the proficiency levels of your characters.

As you wander through the slums of Purgatory you will encounter many other characters. They may be vagrants like yourself, with no possessions, city guards looking for a fight, or deadly monsters searching the streets for unwary victims.

Occasionally you will come

across a traveller who has also been subjected to the evils of Namtar and is willing to join you in your quest for revenge. When you meet a stranger you must decide what his/her/its intentions are and how to react to them.

Your abilities and skills will influence your decisions and the results of your actions. If your party is proficient at combat you may decide to attack and take any equipment that you require. If however your group has a strong magic user your first option may be to use his powers to confound any opponents. The choice is yours.



OVERALL SCORE

75%

A C T I O N I N F O

DRAGON WARS
ELECTRONIC ARTS £24.99
TEAM: INTERPLAY

Interplay have produced some very good games and Dragon Wars continues this trend. Although the graphics are a little sparse, the actual game moves along quite nicely with some very nice enemy to fight with. A little more freedom of choice would have been appreciated but this does not spoil the game too much. As RPGs go, Dragon Wars is a little bit simplistic and may prove a little too easy for hardened roleplaying fans but for those just entering this genre it is the perfect introduction.

LEAGUE RATING

6 BUCK ROGERS

7 DRAGON WARS

8 DRAKKHEN

ROLE PLAYING

JUST SOME OF THE MANY BEASTIES

Vagrants wander the streets in search of shelter. They are easy targets but killing them will give you no reward.

Giant spiders attack in small groups and kill their victims for food.

Wolves hunt in large packs and killing them is not any easy task.

THE ADVENTURER'S GUIDE TO DRAGON WARS

2 Humbaba

Cheetah attacks Humbaba and is out of range.

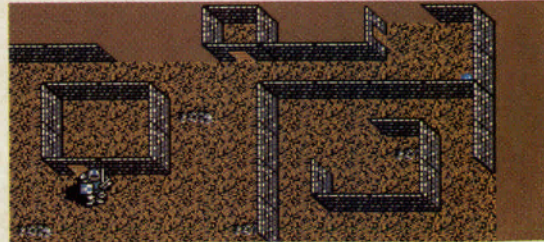
3

Dragon Wars

Muskel's
Theb
Elendil
Cheetah

4

- 1) The main viewing screen
- 2) A brief description of your opponent
- 3) Message area
- 4) The characters in your party
- 5) Compass



If you get lost in the maze-like streets there is a mapping facility.



Sold at a slave market you are now forced to work in the mines below Purgatory.

Gazza



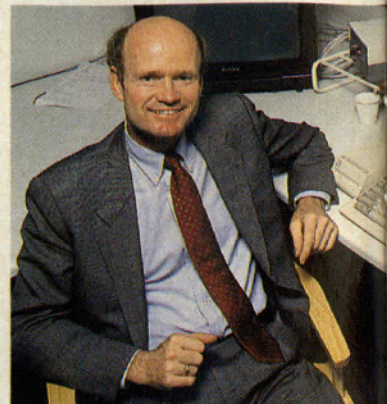
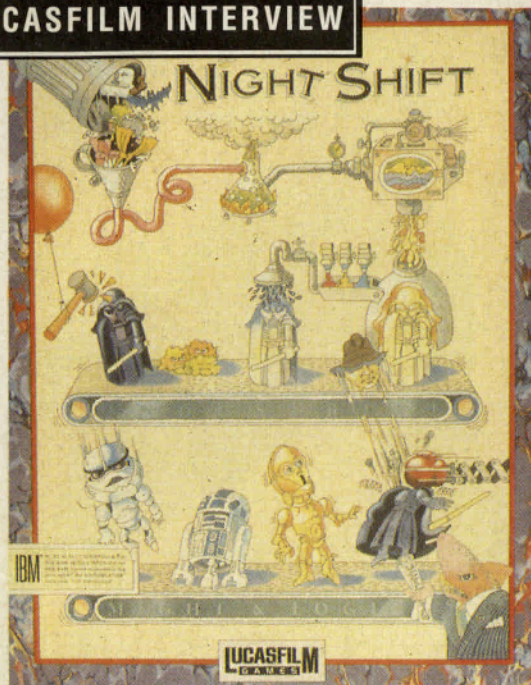
THE ULTIMATE SOCCER CHALLENGE IS ABOUT TO ...KICK OFF!!



AVAILABLE ON: Commodore Amiga, IBM PC and Compatibles, Atari ST,
Commodore 64, Amstrad CPC+, Amstrad GX 4000 & Spectrum

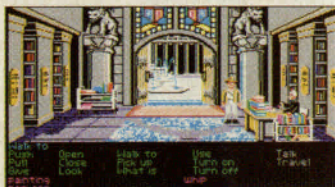
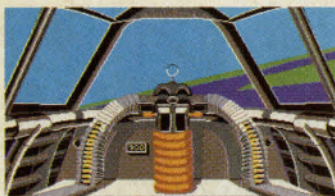
EMPIRE SOFTWARE, 4 The Stannets, Laindon North Trade Centre, Basildon, Essex SS15 6DJ. Tel. 0268 541126

FROM STAR WARS TO T



AN INTERVIEW U

Lucasfilm's movie expertise has never been surpassed. Steve White went to U.S. Gold where Lucasfilm Games' M.D. Douglas Glen, was paying a visit.



How long has the Lucasfilm games division been up and running?

We started in 1982. Atari came to George Lucas and asked if he would create some computer games with subjects that had never been tackled before on their machines. For the next five years we were a development house. After several releases for Atari we eventually signed with U.S. Gold.

One thing that I have noticed about the Lucasfilm packaging is that a great deal of care and attention goes into the design. Just from the packaging you know that you have got a quality product.

When I first came into the games industry I noticed that many games certainly lacked appealing packaging. You could buy a £5 box of candy and the packaging would be more luxurious than a piece of software's packaging worth £25. As many people take visual cues on what things are worth we found that it would be to our advantage to make the box as interesting and appealing as the game within it.

Do you have your own in-house packaging team?

We have a lot of graphic artists but we normally freelance top designers to create our packages. San Francisco has a very big advertising community so there is no real problem in finding artists and designers.

How many programmers are actually employed by Lucasfilm at the moment?

Working full time at Lucasfilm we have about 20 programmers. Of these we have six designers project leaders who are the visualists and five tools people who keep the system going and write utilities to perform graphics and sound conversions. The rest of the people are scripters who do the high-level programming of the adventure games. We also have a three person team who are dedicated to the simulators, such as Battlehawks 1942 and Battle of Britain.

As with Lucasfilm movies, are the games storyboarded?

We invariably always storyboard our games so that we have a fairly good approximation of how they will look. Most of the time the finished product differs considerably from the original storyboard but it does give us an initial idea of what the product will look like.

It is obvious that a great deal of care and attention goes into designing the characters and locations of the Lucasfilm games. How many graphic artists are employed and are they all full time employees?

We employ 10, although a couple of these spend only half their time designing for Lucasfilm. The rest of their time is spent doing illustrations for science fiction magazines.

How do your sales compare in the U.S. with the sales over in Europe?

Most of our capital does actually come from Europe. Lucasfilm have managed to translate their games into many different languages including German, Spanish and Swedish, which makes a huge difference.

For a game such as The Secret Weapons of the Luftwaffe, where do the programmers actually start? How do they go about writing such a massive project?

The first thing that needs to be established is the historical background. Larry Hammond immersed himself in the project and liaised with historians and pilots who were involved in the battle that Secret Weapons would be emulating. He then decided what features he would like to incorporate into the game and what were feasible. After that he began writing the game and upgrading the system that is used for the simulators. The graphic artists then started developing the planes and scenery.

I have noticed that there is great attention to detail in the manuals. How is this information collated?

We have several researchers at Lucasfilm and it is they who must gather all the information. In the past we have had great cooperation from the

THE WEAPONS OF THE LUFTWAFFE



WITH DOUG GLEN

Doug had travelled from the States with *Secret Weapons of the Luftwaffe* and *Secret of Monkey Island*. We couldn't let pass the chance of an interview with him.

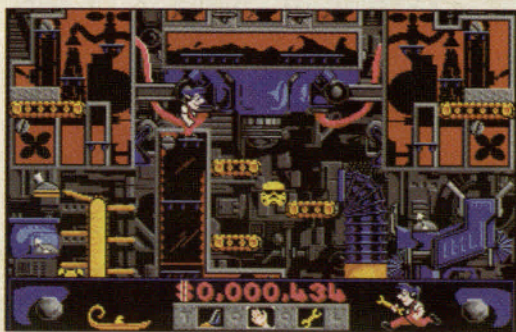
pilots of the battles we simulate. They have been an invaluable source of information and they often allow us to print previously unpublished photos. After development the game then goes through a period of about two or three months in which it is tested for realism and presentation.

What has been the reaction from pilots to *Battlehawks 1942*, *Battle of Britain* and *Secret Weapons of the Luftwaffe*?

Obviously they have a great deal of enthusiasm for flying. The German, Japanese, British and American pilots often get together to talk about their experiences and become very good friends. Their reaction to our games has been excellent. Some have rushed out to buy themselves an IBM, Amiga or ST as they have found the simulators very realistic in many ways. As you will know we use many of their descriptions of battle in the manuals.

Do Industrial Light Magic, the special effects team behind *Raiders of the Lost Ark* and *Star Wars*, ever stray into the games workshop?

The games people often get together with the special effects teams as computers are making a great impact in the movie industry. We have, what we call, technology councils at Lucasfilm where we can discuss the latest developments in computer and film techniques.



How important to Lucasfilm is it that there be a strong inclusion of the Lucasfilm past in their games?

It isn't really that important but there is obviously a great deal of material to be used and in the case of *Star Wars* and *Raiders of the Lost Ark*. They are subjects that almost everyone can relate to.

The graphic adventure *Loom* seemed to be a slight departure from the Indy adventure and *Maniac Mansion*. It appeared to be more of a walk through adventure. Was it aimed at the lower age group of the market?

That's right. It was meant to be a great first time adventure and we realised that nobody had written a first-time game so we thought that we would release one that would still be challenging but could be completed fairly quickly. Beginners need to be able to solve a puzzle quickly as this gives them more confidence. *Loom* does set the beginner adventurers up for *Maniac Mansion* and *Zak McKracken*.

Do you find yourself in direct competition with Sierra games?

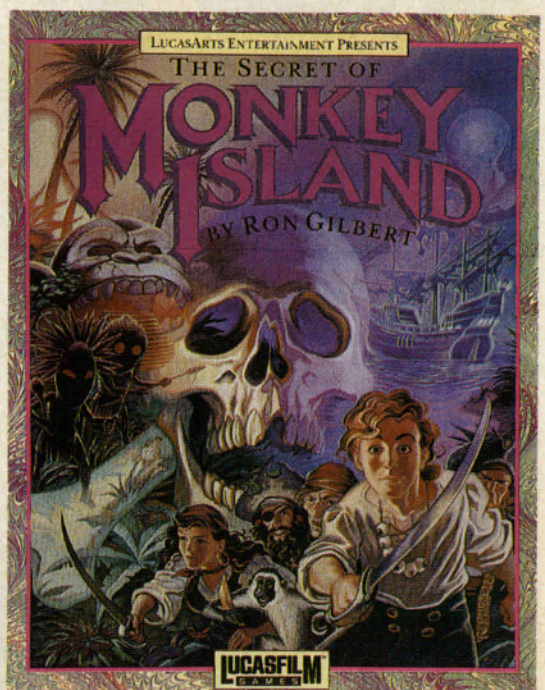
Sure. But we don't feel as if we are competing for the number one spot. If both companies do well then that is good for the industry and that can only be good for everyone. With all the companies pushing, the technology gets better and better.

Could you please tell us a little about the graphic adventure *Secret of Monkey Island*?

The *Secret of Monkey Island* is the latest graphic adventure from Lucasfilm and is definitely the most advanced so far. It follows the travels of a young boy who desires to be a pirate but must first learn three pirating skills: theft, swordplay and treasure hunting. The game should be a great hit.

One more question Doug. Will there be any more *Star Wars* films?

George Lucas has plans to film the first three episodes of the *Star Wars* Trilogy. As people will know, *Star Wars*, *Empire Strikes Back* and *Return of the Jedi* were films 4, 5 and 6. The first three films will be made all at once and may be released during 1997, 98 and 99 but nothing has been established as of yet. As for games, we have plans to create more flight simulators and a new Indy adventure.



GTGA Small Tips

Hooray! Here we are again, still recovering from the Christmas break and large hang-overs. But with our paper hats and drum sticks in the bin it's time for yet another GTGA. This month I've put together a Captive guide, and we've got a load of tips and tactics about Falcon for all you people who are experiencing a few problems. Do remember to send in requests, and more importantly cheats. Address them to Dug the Jug's Giving the Game Away, Amiga Action, Interactive Publishing, Europa House, Adlington Park, Macclesfield, Cheshire SK10 4NP.

THE LIGHT CORRIDOR — INFOGRAMES

Here is some information that may be of some help when playing The Light Corridor. The green diamonds are essential as these award you with an extra life. Some of the red diamonds will allow you control over two bats but this is more of a hinderence as the two bats prove confusing. Avoid the blue squares as they will shrink the size of your bat.



GOLDEN AXE — VIRGIN

Golden Axe might not have been the greatest conversion around but it was a really fun game to play. However, not all of you found it as easy as myself, so here's a good trick to use against the minions of Death Adder.

Instead of standing directly in front of your foe, position your character above or below them. Then when they walk close to you, move down (or up) and let them have it. This way, even if they have a longer reach it won't matter.

Also, if you're riding a dragon when a thief walks onto the screen, breathe on him when he's near the edge of the screen. Keep on breathing until he's dropped all the flasks you want.

CAPTIVE — MINDSCAPE

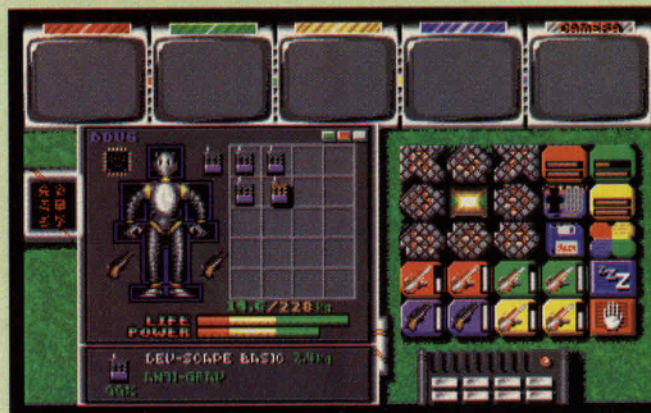
Just a little extra bonus to go with this month's super Captive guide. Although not a lot of people realise, the Dev-Scapes and Optics are very handy, and in some cases essential. But which ones are which, and what do they do? Here's a brief description of them:

DEV-SCAPES

- Basic Anti Grav:** Dance on the ceiling like Lionel Richie.
- II — Shield:** A slight protection from the enemy.
- III — Fire Shield:** Protects you from fire monsters.
- IV — Greaser:** Speed-boots. Makes your robots that bit quicker.
- V — Powersapper:** Drains your energy. God knows why!
- VI — Fixer:** Repairs any small damage that has been done.
- VII — Re-charger:** Gives you that extra energy when you need it.
- Super — Deflector:** Another handy protection device.

OPTICS

- Basic — AG Scan:** Lets you know what damage you are doing.
- II — Route Finder:** Tells you which way the exit is.
- III — Mapper:** Become a cartographer and make your own maps.
- IV — Radar:** Shows you what's ahead.
- V — Magna Scan:** Clears static when bumping into fire.
- VI — Body Scan:** Shows you which body parts are damaged, and warns you when your energy is low.
- VII — Vision Corrector:** Corrects your vision!
- Super — Visor:** Enables you to see in low-level light.



OOPS-UP — DEMON WARE

If you made the mistake of buying this game instead of Pang, then maybe this will cheer you up ever so slightly. In case you haven't been able to get very far in the game, here are the first nine codes to get you that little bit further. Thanks to Sick Humour (Oh well! It takes all kinds) for the codes.

- | | |
|---------|---------|
| 1: PO01 | 5: Q058 |
| 2: DK51 | 6: FA20 |
| 3: 30FJ | 7: 5F6J |
| 4: FL59 | 8: CKD4 |
| 9: NF05 | |



BATMAN — OCEAN DUX — ACTIVISION

Here are a couple of old cheats that were requested by Andy Brown of somewhere. The first is the cheat for Batman (which I don't want to be sent anymore, I've already got a few sacks full). The second is for Activision's Dynamite Dux.

On the title screen of Batman type in **JAMMM**. The screen will flip upside down and you will now have infinite lives. F10 skips you through levels as well.

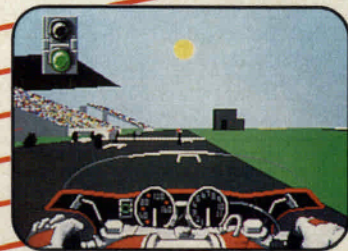
For the Dux simply type in **CHEAT** on the title page and then use the 1 to 6 keys to skip to the respective levels. You could also try typing in **NUDE** to go straight to the boxing section, with a little bit of a difference.

COMPO BOX

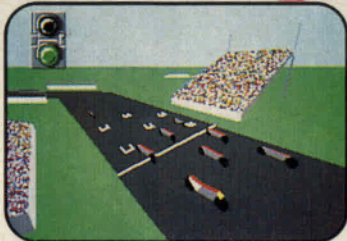
Dug the Jug is nicknamed that mainly because of his huge ears which he inherited from an African elephant, but can you think up a more ridiculous and embarrassing nickname?

Well, if you can, jot it down on a postcard and send it to: **Doug's a jug-eared little git compo**. The winner will get a copy of Captive from Whitey, and hate mail from me for the next year.

TEAM SUZUKI



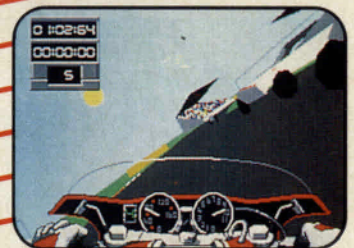
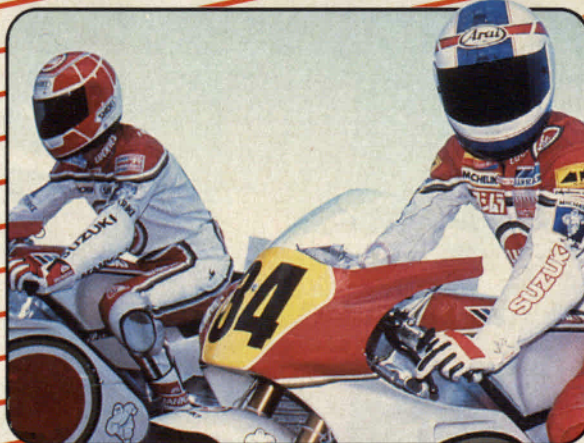
Screen shots from Atari ST version.



- Ultra fast filled 3D simulation.
- Incredibly realistic bike control.
- 16 challenging circuits.
- Multi viewpoint facility.
- Action replays and TV coverage.
- Full Grand Prix season.



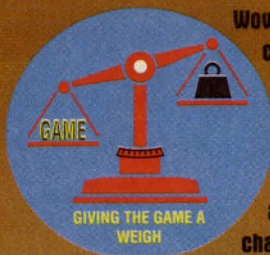
Endorsed by
Suzuki Grand Prix Team



Available on
**AMIGA &
ATARI ST/STE**

ONLY GREMLIN CAN DO THIS





Wow! And all you lot said that nothing could compare to Dungeon Master. Tony Crowther has done a brilliant job with **Captive** and the game contains all the addictiveness of the original DM but with the futuristic feel. However, it is also just as hard and poses quite a challenge. This month Doug the Jug Ugly

Muggy™ has played through the whole of the first mission, but we're only going to publish the first five so you've got a chance to get through the rest yourself. However, if you do get stuck the other five will be in the next issue.

TIPS, TRICKS AND TACTICS

Even with the maps that we have published this month the game is pretty hard if you're not sure what you're doing. There are a few basic tips to playing the game, and if you follow them you shouldn't have too many problems.

The first monsters that you encounter are quite puny and can be killed with little effort. But to save yourself losing those precious hit points it is best to be careful. Let the monsters advance on you, and when they are at a close enough range hit them four times and then retreat once.

The experience you gain from these battles should be used on your brawling skills first as they are the cheapest, thus building up your stats quickly. The money that you get should all be put together and dumped in one of the shops; it saves you carrying it around and using up extra energy.

Don't bother buying any weapons until you've got your brawling skill up to 24, then once there get everybody a pair of super Battle Gloves. One way to get some extra cash is to sell the clipboards once you've finished with them – they fetch quite a bit.

Don't use electric to kill the monsters as you don't get the experience, and you shouldn't get into a situation where you need to. As you get further into the game you will come across a dice. What on earth could this be used for? I hear you ask yourself. Well, it's very useful actually!

When in front of one of the circular doors, pop it into one of your droids' hands and click it with the right mouse button. It will then show you which switches need to be pressed for the door to open. This saves a lot of time.

A useful tip to use against the ceiling robots is to use the anti grav Dev-Scape. Switch it on and you'll be on the ceiling with them, enabling you to take them out with your trusty Magnums.

PLANET ONE

The first planet is really easy. Use it to build up your skills and get a bit of dosh in your pocket. Before you leave the planet make sure you have bought some super Battle Gloves from the shop nearest to the Mad Professor (you need to have a brawling skill of 24 to use them). The code for the computer is CHAE-SELUME.

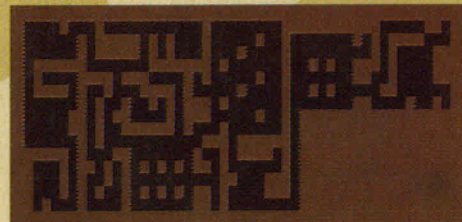


Monsters: Trifids, Elves and Track Robots.

PLANET TWO

Work on building up your handgun skill on this level as you will need it for the next planet. You can buy Super Tindron parts from this level which will allow you to take that much more damage. The computer code on this planet is RUP-PESICBERY.

Monsters: Mummy (monsters from previous planets are used on the others as well).



IF YOU GO INTO THE BASE TODAY, YOU'RE SURE OF A



Mummy: Fairly nasty, but they cause no problems in the later levels.



Trifids: They hang about in groups, but don't do much damage.



Whirlmen: These move fast and cause a fair bit of bother.



Elves: Dog-meat. Stand back and give them a good kicking.



Critters: Really tough. You'll need a weapon to survive against them.



Mad Professor: He gets gradually tougher each level. Kill him before he gets too close.



Sentry Droids: Tough as the mini robots, but without the firepower. Don't worry too much.



Fire Demons: Hard to see, but once you know they're there, they're easy to get rid of.



Ceiling Robots: You need a rifle to reach these, but if you're in trouble use electricity.



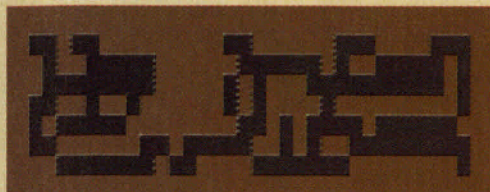
Light Sabre Monsters: A bit slow these monsters. But when they hit you you'll know it.



Guard: sight a essen words

MAPS'N' MISSIONS

PLANET THREE

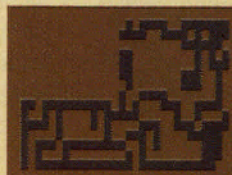


If you haven't got any weapons then you won't last very long on this level. Battle Gloves will do, but if you've got the cash there are some Magnums that can be acquired from the shop. There are two probes to collect from this planet unlike the previous two and you will have to get them for the later planets.

This base also contains security gates that have to be shut off, but to save you the time the codes are EGINHAM, RUPPEKAL and SCOOOFAR. The computer codes are EXSOMIDED and PHYDERLAPS.

Monsters: Whirlmen, Critters, Mini robots and Two-headed Dogs.

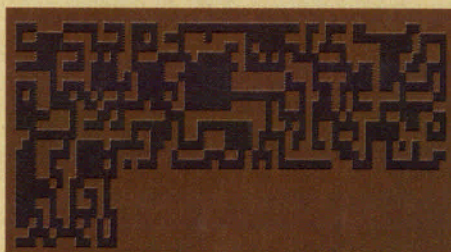
PLANET FOUR



The decoration in this place leaves something to be desired. Water and fire has broken out in some places but don't worry because they do not spread. However, the water causes a little damage when you walk over it and the fire can not be got through at all. Make sure you get hold of some super Hunter rifles and Coppator body parts just to make life that little bit easier. Again there are two probes. Gate codes are ELDERS, YULTHAAPE, CHALTEDON, POCINSBEE and VIGININK. Computer codes are RATSICOPY and ELSISYDON.

Monsters: Sentry Droids, Ceiling Robots, Light Sabre Monsters and the Tank.

PLANET FIVE



Very tricky indeed. This where most people will have got stuck because they can't find the right code for the computer. Well, in fact there are two computers but one is hidden on a level that can only be got to with the aid of the basic Dev-Scape. Somewhere in the complex is a ladder which is about three squares from a blue and white swirly door. In between these is a hole that you can fall through when the Dev-Scape is turned on. The codes for the gates are PHYDERED, LAPCEPY and EXSOSY. You can't miss the Professors so you can get the codes for yourself quite easily.

Monsters: Fire Demons and Red Soldiers.

G
T
G
A

C
A
P
T
I
V
E

BIG SURPRISE!



Robots: Easy but watch out for their lasers.



Mini Robots: Fast and deadly! Get rid of them as quickly as possible.



Two-Headed Dogs: Not too hard. Hit them as they turn a corner.



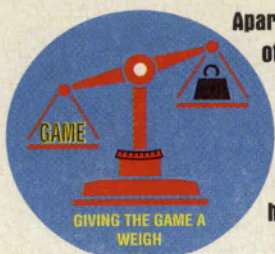
Red Soldiers: Kill these on as they hold the gate pass-



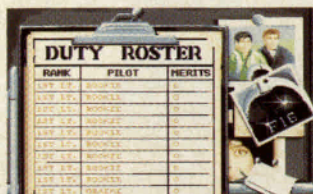
Red Soldiers: These crack troops are deadly. You'll need all of your skill to survive.



Tank: Its bark is worse than its bite! It may look a bit tough, but the tank is really easy to dispose of. Eight shots from a magnum is plenty.



Apart from the extra mission, the Falcon Mission Disk II also had quite a few other changes. The main one of these that most people will have noticed is that the enemy is a little bit more intelligent and a hell of a lot tougher. All the experience that you gained in Falcon will have prepared you slightly for the onslaught ahead, but new tactics will have to be incorporated. Of course we can't improve your flying, but we can give you a few helpful hints thanks to the help of Rod Hyde.



Signing on as a Falcon pilot couldn't be simpler. Make your friends accumulate the points with their pilots and then steal them and make them crash. Useful for getting rid of your opponents.

ENEMY SUPPLY LINES

The enemy are supplied by trucks using a north-south road to the east and an east-west road to the north. There are two bridges which means there are alternative routes to the delivery point. As there is more than one set of trucks the enemy will have traffic problems, especially if you start to disrupt things by blowing up bridges. It is interesting to see how the truck drivers deal with your interruptions.

On the outside view there is some extra data about the status of the friendly and unfriendly tanks. When you see the approaching number for the enemies increase you know that they are on their way to the

The objective is to gain numerical superiority of tanks in the headquarters sector. In fact you need 30 more than the enemy. If they get 30 more than you, you're dead. The number of tanks in the HQ sector is shown on the outside view. Once you have numerical superiority, you

delivery point. From here the tanks go into stock which is camouflaged so you cannot see them.

Hitting the trucks just before they reach the delivery point is most effective. Each time a truck is hit a new one will start its journey. So to keep down the number of trucks, hit them at the end of their course, making them waste a lot of time. Use the cannon as much as possible on trucks and save the heavier armament on the bigger targets.

Hitting both bridges is more effective because a bridge will take five missions to repair. But you do need to hit both bridges as the trucks can reroute.

OVERALL MISSION

need to complete your selected mission before being awarded a medal for completing it.

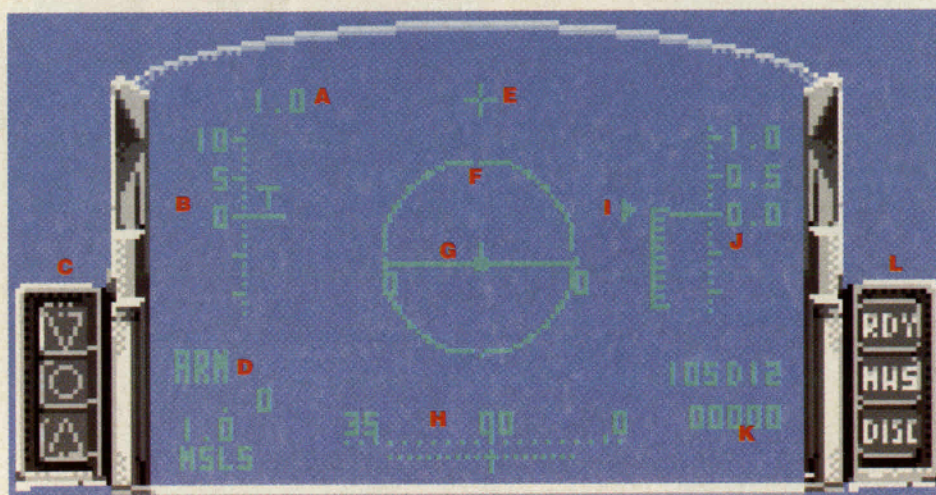
You can't say that you've mastered the Falcon fighter simulation until you have been awarded the Medal of Honour when playing all missions with an extra set of aircraft.



Taking off is easy at beginner standard but as you climb the ranks your plane won't be so forgiving.

Once a tank has reached the HQ sector it will dig in and so cannot be destroyed on subsequent missions. It is imperative then that any tanks near the HQ are hit as soon as possible. It is best to start by hitting all tanks near the HQ sector and then destroy the four pontoon bridges. This will halt progress for five missions. Then in the meantime, ensure that no truck reaches the delivery point.

BECOMING ACCUSTOMED TO THE HEADS UP DISPLAY



- A) G-FORCE INDICATOR**
How many Gs are you pushing?
- B) AIRSPEED SCALE**
Present speed in tens of knots
- C) ANGLE OF ATTACK**
Important when landing
- D) AIR-TO-AIR MISSILE SPEC**
Present air-to-air missile

- G) FLIGHT PATH LADDER**
Represents the angle of climb
- E) TARGETING CROSS**
Used as a pointer to any targets
- F) AIMING RECTICLE**
Aiming area for missiles
- H) HEADING SCALE**
Direction of the F-16

- I) 5-MILE RADAR RANGING**
Distance of enemy from 5 miles
- J) ALTITUDE SCALE**
Altitude in thousands of feet
- K) DETAILED ALTITUDE**
Altitude in digital read out
- L) LANDING GEAR LIGHTS**
Lit if the landing gear is down



ALLY SUPPLY LINES

Friendly tanks are supplied by the trains and trucks but MiGs can intercept these supplies and Hinds can hit your tanks in the HQ. MiG attacks on the POL and Arsenal are more serious. If they are successful, the installation will be out of action for five missions. This means that the relevant supplies will be halted. If the POL is out of action then you will not be getting any more trains.

AMOS

did all this... and much more!



Cartoon Capers: Hilarious paw to claw fighting game with attention-grabbing digitised sound effects [Available soon]



AMOS Paint: A feature-packed art program with fast zoom function and amazing flexibility [Available soon]



Mouthtrap: Super-fast and super-playable arcade-style game with cleverly animated cute graphics [Available soon]



Reversi: A stunningly presented Public Domain version of the classic Othello game with smoothly rotating counters.



Jukebox: Plays a selection of music files with colourful, animated Vu-meters and spiralling logo [Public Domain]



Treasure Search: A Public Domain educational coordinates game for over 5s with amusing digitised speech.



SkateTribe: Super-fast vertically scrolling skate game with bags of playability and captivating music [Available soon]



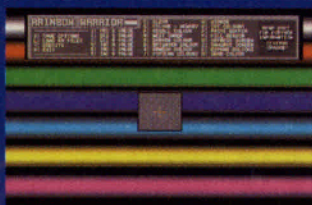
Arcadia: Breakout at its best – with a colourful copper list backdrop and a built-in level designer [Public Domain].



Xerxes' Revenge: Adrenalin-pounding, fast-action horizontally scrolling shoot 'em up game [Now free with AMOS]



Pukadu: Cute arcade-style strategy game with that professional touch to keep you playing [Shareware]



Rainbow Warrior: A very impressive editor which enables you to create copper list backdrops [Public Domain]



Fun School 3: Beautifully animated follow-up to the number one best-selling Fun School 2 [Out now: £24.99]

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Every day new programs flood into Mandarin's office: Games, educational programs, musical jukeboxes, scrolling demos, font definers – and all are a tribute to the sheer power and ease of use of AMOS. Its graphical power brings an unprecedented level of professionalism to even the most elementary programs.

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AMOS is so successful that the independent AMOS

Club already has more than 1,000 members (contact: *The AMOS Club, 1 Lower Moor, Whiddon Valley, Barnstaple, Devon EX32 8NW*).

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AIR COMBAT PHASES AND TACTICS

It is generally agreed that there are three phases of air combat:

1) DETECTION AND AVOIDING DETECTION

You must see them before they see you. 80% of all engagements are won in this phase. The F16 radar has two modes. The track while scan (TWS) or God's Eye view mode has a range of 40 miles compared with the 27 miles range for the boresight mode.

When searching the sky for bandits, switch to TWS. Now the enemy radar range is about 15 miles so it is possible to track the bandit and still remain invisible to his radar. With practice you should be able to skirt around to the rear of the bandit and then close range.

As long as you do not stray into a +/- 60 degree arc of the bandit's nose he will not be able to detect you with his radar. At a range of eight miles you run the risk of being seen by the naked eye. At this point you should be on the bandit's six. This is his blind spot.

2) CLOSURE AND ATTACK

It is your job to be in the best position when the first message from the ground controller comes through. Making the kill after the MiG gets through doesn't win many

friends on the ground.

The ideal position is for you to come up behind the threat. If you remain unseen, the first kill should be easy. After that things get tougher. Enemy aircraft are equipped with chaff to combat your A120 missiles and flares to deal with your AIM9Ms - and the escort aircraft have first rate pilots. However, if they haven't seen you then none of these count.

You will find that the escorting MiGs are more aggressive in Mission Disk II. It pays to use your advantages and keep them at arm's length. In fact, if you can identify them, hit the escorts first. They generally hang back from the main attack so don't get sandwiched between the bombers and the escort.

No missile system is 100% effective so be ready with your second missile. Firing two missiles certainly improves your chances, but it is an expensive form of insurance. At the higher levels, you can only carry a maximum of six air-to-air missiles. The cannon is very useful, especially if you go for extra aircraft.

Of course you can try to rearm and refuel by landing at the forward field. There is not much time between waves of aircraft so if you've set extra aircraft don't land unless you are pretty close to it anyway, or if you dealt with the first threat very quickly. Generally



this option should be taken to rearm before going into enemy territory after a successful defensive activity.

Now, I have said that the best position is to come up behind the incoming threat. Although, the easiest approach is to head straight at them with all guns blazing (most of the time this will break up the attack), as you get gradually closer you could end up as the casualty. MiGs and Hinds are equipped with Atoll heat-seeking missiles (six miles range) and cannon (few hundred yards range).

Head on attacks are certainly not recommended when there are MiG escort fighters in the air. The most likely conclusion is that you will end up fighting for your life while the bombers get through.

Attacks come from the north or the east. It is impossible to

predict from which direction they will come, so it can be difficult to get behind the attackers.

The A120 Missile: This gives you a chance of making the first kill when you are still beyond visual range. Provided that you have remained unseen this weapon will surprise the enemy force and the chances of a kill will be high. However, if you charge in after the missile, the bandits will be alerted and will probably detect the incoming missile. At higher ranks they have a good chance of spoofing your missile, and at this stage you would be rapidly surrounded and in deep trouble.

2) MANOEUVRE

Sooner or later you will be spotted and ACM will begin. This is the time to try some of the manoeuvres described in the Falcon manual.

With the long range of modern weapons, disengagement is now very difficult. The important thing is to outlast the enemy.

One of you will run out of weapons or fuel and the other will always be the victor. Never let the enemy come from behind as it is very difficult avoiding the enemy missiles.



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COSMO'S MESSAGE FOR THE MONTH

"Yo Dudes, Cosmo 'ere again. Well Dudes it's like New Year init, and Mr Mike and the GLC Crew is still 'ere with these amazing offers Dudes. Just look at it all it's really wicked like. Just look at them Screen Gems packs, Mr Mike let me play with one and it's really cool like you know."

"Also Dudes check out that really wicked Atari Lynx thing at a real Dudes price, and it's Teddy Bear sized. And Dudes look at them Zydec Expansion things, there so good even Nigel can work out how to use them."

Ta Ta For Now Dudes,
Cosmo

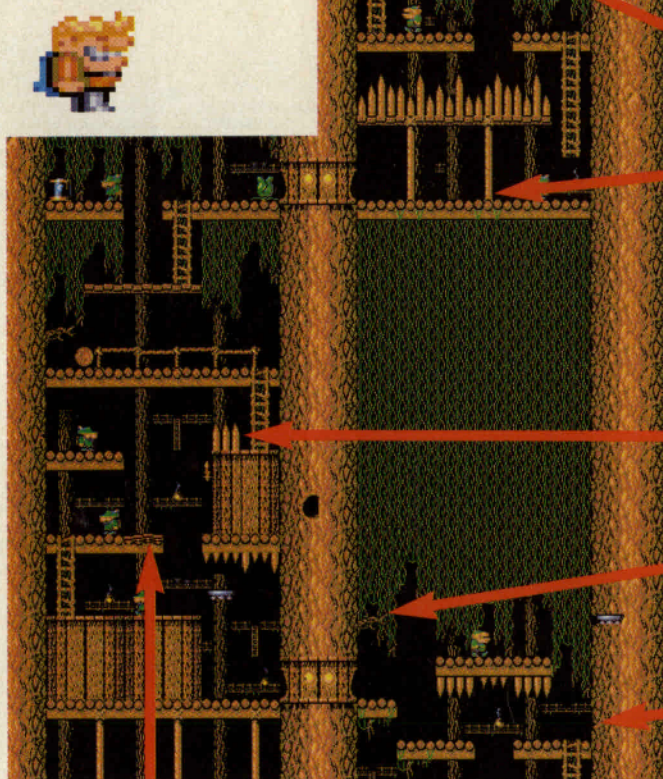


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Yet Another Giving The Game Away Mega-Digital Landscape!



Use these springy platforms to give you more bounce when you jump.

Push the hidden button to remove the spike trap.

Your super-duper ray gun, make sure you kill all the meanies. You can also use a bomb - it'll kill off more than one at a time.

Watch out for this boulder. Trigger it and hide under the nearby platform. Don't bother going any further to the right - it's a dead end.

Having ejected from his space ship, Rick begins his mission here.

Press the concealed button to call the lift. Watch out for meanies!

Watch out for falling leaves. They're heavier than you think!

Beware of the rolling barrels. Time your jumps and you'll make it. Cop out and you be squished.

As the log passes overhead, crawl quickly to the right immediately.

Press the button to disarm the trap.

Jump over the struts or you might get more than you bargained for.

Press the hidden button to remove the trap. Move upwards carefully, timing your move so that you'll jump over the log.

Beware of the falling branch. Don't let it hit you on the head!

Press the hidden button to activate the lift. Make sure you kill the meanies as you go.

Bonuses may be gained by sneaking into the darker passages. Make sure you look out for them.

Beware of the missile spitting plant! Make sure you crouch after jumping.

THE STORY SO FAR...

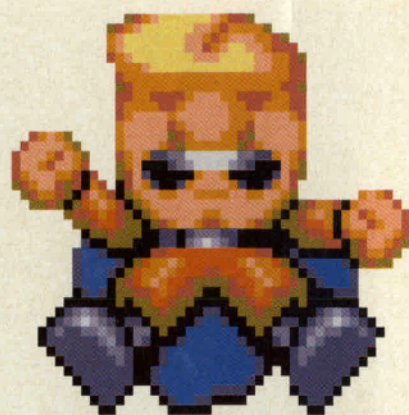
The Fat Man has been left to the mercy of the primitive Goolu natives. However, unbeknown to our hero, a unidentified flying saucer descended upon the jungle and rescued the overweight meglomaniac. The aliens had heard about Rick Dangerous and his amazing skills. Obviously, to succeed in their takeover bid of earth, the outerspacers would have to dispose of Rick Dangerous. The key to their take over bid would be the Fat Man. Using him they would trap Rick and take over the earth.

Back in London, Rick was about to meet a lady-friend for lunch when the saucer descended from the skies. Without any hesitation, Rick ran to the nearest phonebox and changed into his earth-saving clobber. As quick as a flash, Rick boarded the ship. The race was on.

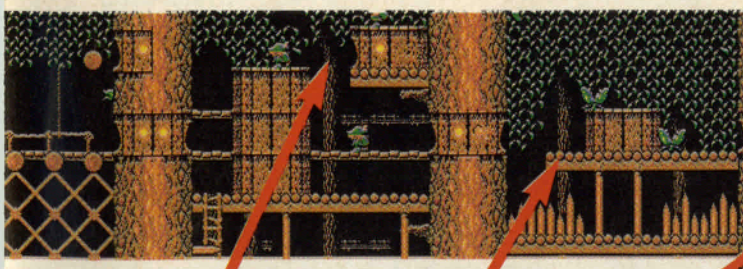
THE FORESTS OF VEGETABLIA

Level three presents Rick with some of the trickiest puzzles going. However, with the aid of Amiga Action's incredible digital landscape system, we can now show you where to go and what to do. What's more, we're even going to give you top tips to help your cause.

Help is now on hand and together with Nick Clarkson and Rick Dangerous you, too, can save the world!



RICK DANGEROUS



Beware of falling leaves – if you're clever you can use them to kill your foes. Jump into the dark passage to get a bonus.

Timing is essential. Beware of the falling platform – you could end up a barbequed kebab.

Watch out for falling foliage.

TEN TOP TIPS THAT MIGHT SAVE YOUR LIFE:

1. Try to wait in a safe spot and watch what the tribesmen do. They'll often walk over traps that you wouldn't have previously seen.
2. Having leapt onto a platform, you would do well to crouch down. The forests are riddled with poison traps that can catch you unaware and performing this minor manoeuvre can prove invaluable.
3. If an area looks harmless, beware! Nudge your joystick slightly and proceed with caution as traps may spring up (or fall down) at any time.
4. Some traps require precise timing. Wait in a safe place, watching where the obstructions go. Only when you are sure of your route should you proceed.
5. Some routes may seem impassable. This is not always the case. Look out for hidden trip switches which may remove tedious blockages.
6. Whenever you can, try and use a bomb instead of your laser gun. You can often kill more than just one opponent using this method.
7. Don't bother trying to collect bonus points unless you're sure you won't put yourself in danger. It's better to stay alive with a lower score than to wind up on the end of a skewer.
8. Some obstacles can be disposed of using your bombs. Remember that you can now slide the explosives into place.
9. If you come across a really tricky puzzle try out all the possible options available to you. When you finally solve it, jot down a quick note so you'll know what to do in future.
10. Use obstacles to your own advantage. By watching your foes you may learn that you can guide them. Use this to your advantage and dispose of the enemy before they blast you.

Slide bombs under this platform to blow away the spikes.

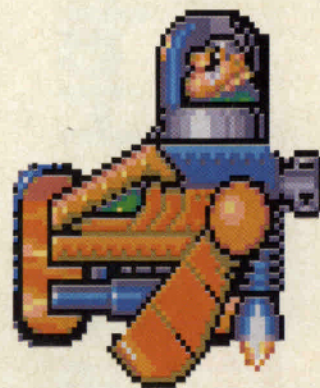
Press the hidden switch.

Stand on the far right hand-side of the ladder. Wait for the plant to pass underneath and run right.

Jump off the lift at this point. The spikes below will automatically disappear, allowing you to fall harmlessly down.

Watch out for this large rock. It will automatically start rolling towards you. Time your jump correctly and you will clear it.

When you're falling down this shaft don't worry about the spikes below. They'll disappear in the nick of time.



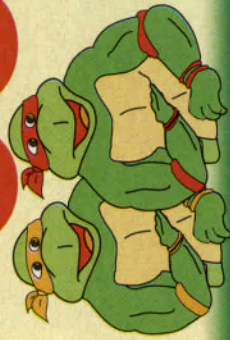
Press the hidden button and a section of the platform will disappear, allowing you to drop down harmlessly.

In order to cross the chasm, jump left. Platforms will appear allowing you to reach the bonus icon on the left portion of the screen.

GERIOUS 2



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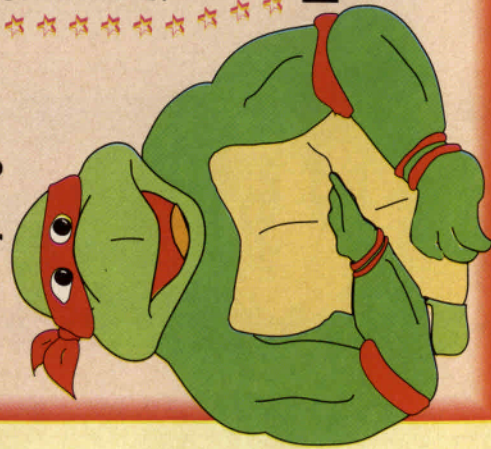
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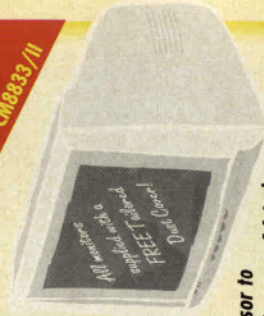
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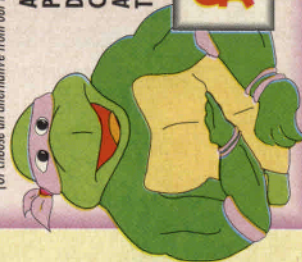
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999	KEYCODE_X	EQU	\$32
0	KEYCODE_N	EQU	\$36
1	KEYCODE_M	EQU	\$37
2	KEYCODE_V	EQU	\$34
3	KEYCODE_B	EQU	\$35
4	KEYCODE_Z	EQU	
5	KEYCODE_E	EQU	
6	KEYCODE_C	EQU	

ALL THE WAY FROM DFO: TO DF1:

What with the new-look Amiga Action, we thought that we would offer you a spectacular competition that will allow you to win some pretty scrummy prizes.

In conjunction with the Amiga Centre, Amiga Action has created a challenge with a difference. Instead of having to answer questions or complete a word search we require you to create a demo of absolutely anything you like. The best demo will win a very special prize which we will discuss later.

The competition entries will be split into five categories: best graphics demo, best sound demo, best half meg demo, best one meg demo and best overall demo.

Obviously a demo is going to take some time to create so we have decided to allocate you two months to come up with the goods. The third month will bring the final decision and the winner's announcement.



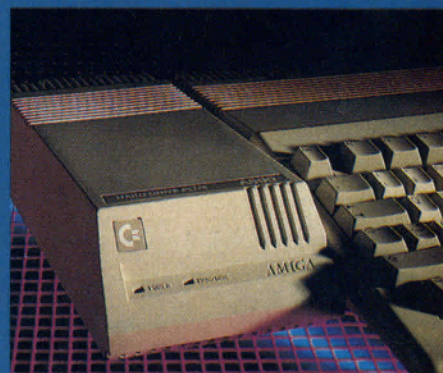
973	AUTOFONTPEN	EQU	0
974	AUTOBACKPEN	EQU	1
975	AUTODRAWMODE	EQU	RF_JAM2
976	AUTOLEFTEDGE	EQU	6
977	AUTOPEDGE	EQU	3
978	AUTOITEXTFONT	EQU	0
979			
980			
981	SELECTUP	EQU	
982	SELECTDOWN	EQU	

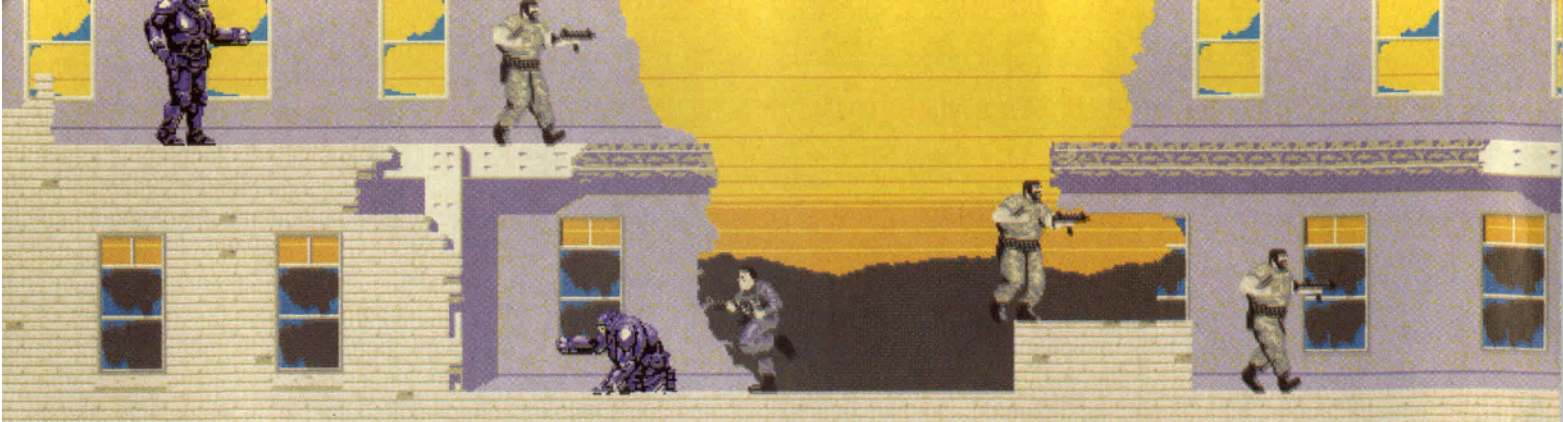
A WELL 'ARD, HARD DISK

Now, I suppose you're all dying to know exactly what it is that you will win if your demo is the best? Well, the winning demo will get its creator an A590 Hard Disk.

Five runners-up will each receive a Cumana second disk drive. So get writing 'cause you've only two months to make the closing date. The best demo will be presented on the esteemed Amiga Action Coverdisk.

All the demo entries should be sent to: Amiga Action Demo Compo, Interactive Publishing, Europa House, Adlington, Macclesfield, Cheshire, SK10 4NP. To reach us by 26th March.





SHOOT 'EM-UP



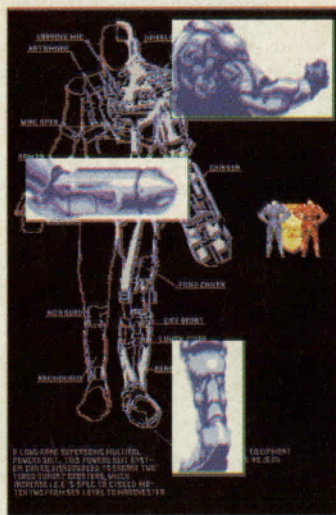
The scenario is set. Once again, criminals are taking over the world by storm. With law and order being virtually non-existent, raping, stealing and drug trafficking are becoming part of an everyday occurrence. However, there is a hope for this polluted city.

An elite division of the Cyber-police has been formed in order to combat the villains. Named ESWAT, (Enhanced Special Weapons And Tactics), the squadron has the latest in military hardware available to them, with each member being trained the skill needed out on the streets.

ESWAT begins with you as a regular street cop, without the aid of Cyber-wear and only your courage and your gun to keep you alive. The idea of these first few missions is to make an impression on your superiors. Should your performance be up to scratch, you'll earn your stripes and be promoted to Captain, followed by Assistant Chieftain, Chieftain and finally gain a place in the ESWAT division.

ESWAT is a horizontally scrolling shoot'em-up, and the aim of the game is to make your way from left to right shooting every enemy you come across with your standard-issue police revolver. As usual, the end of each level is haunted by a huge baddie intent on taking your life. If you manage

Enhanced Special



to pull through the first three felons, you'll be issued with the ESWAT badge and other hardware.

After you toil and sweat for your ESWAT badge, you'll then be granted the chance to wear the Cybernetic Exo-suit in place of your old uniform. Featuring rapid-fire duel laser cannons, it will provide enough firepower to make any low-

A C T I O N I N F O

ESWAT
U.S. GOLD £24.99
TEAM: SOFTWARE CREATIONS

Although ESWAT was a smash hit in the arcades, I'm afraid I cannot see the Amiga version being quite as successful as its arcade parent. The large, colourful graphics have still been retained from the arcade original, but sadly at the expense of the animation speed – the main character and backdrops scroll slowly which drastically reduces the flow of the game. The sprite detection is also questionable, and you may find yourself dying even when you may be standing away from your opponent. Altogether, ESWAT is not a classic arcade conversion, but fans of the original coin-op

LEAGUE RATING

32	DEFENDER II
33	ESWAT
34	ROBOCOP

should be more than pleased with a run-of-the-mill shoot'em-up.

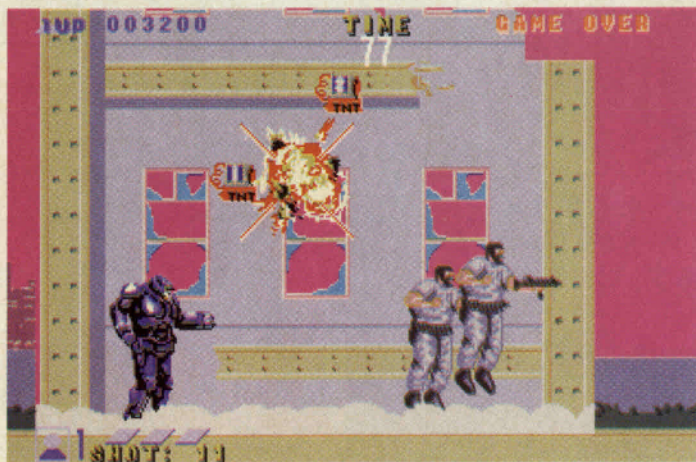
SHOOT 'EM - UP

life scum run away in fear.

As with almost any other level guardians, those featured in ESWAT are somewhat tougher than the rest of the henchmen elsewhere in the level. The first you'll come across range from a fire-breathing drug baron to a giant ape looking uncannily like King Kong. Each one requires multiple hits

before they give up, and their remaining life force is represented by the energy bar at the top of the screen. The only way to reduce their strength is to continuously fire at their head or body, or, if ammunition is low, charge in whilst performing a stunning ninja kick or leg swipe.

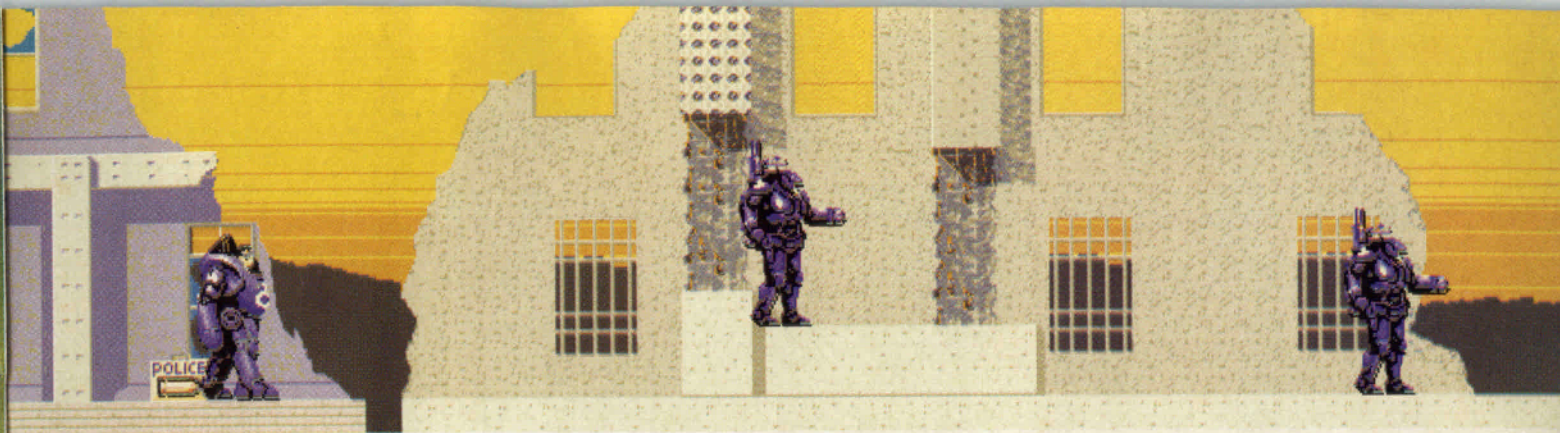
Without the armour, you are



You walked into the wrong place at the wrong time! This building looked safe from the outside, but now a series of explosives have been set off and now the house is crumbling around your ears. Make your way to the top and at the same time avoid the falling debris.



In true SAS style, you arrive at the next scene in an army helicopter, ready to do battle against the thuggish horde. Once you've arrived at the battle scene, you must leap out of the combat chopper and give 'em hell with your heavy duty ESWAT suit!



Weapons And Tactics

only as tough as your skin. The enemy can bring you down with a single bullet, so imagine what a hand-grenade would do! However, help is at hand when you finally collect your exo-suit, because your buddies in the airborne division fly over the battle scene and drop power-ups for your suit. These include grenades that bounce around the screen before destroying anything in the immediate vicinity, or maybe you'll be lucky enough to collect the laser that launches boiling blue plasma at the enemy!

The completion of each level is presented by a short animated sequence of the criminal being read his rights and thrown into his cell. Good job, officer! The gaming public warmly received ESWAT in the arcades, as it boasted large, colourful graphics and superb blasting gameplay. Up to two players take part at the same time, with 15 levels that are crawling with gun-wielding thugs and evil villains.

OVERALL SCORE

72%



This is the first meanie, and now he's slammed in jail he won't be using his 'hot breath' anymore as there are no curry houses in Alcatraz!



ABORIGINE: Well, not really an ancient Australian – more of an expert boomerang thrower! This fellow is a bit of a coward, as he uses the innocent bystanders as human shields.



TIGER: Sadly, this feline is not as friendly as your average domestic kitty. Instead of rubbing himself against your leg and purring, this over-grown cat will much rather take a chunk out of you!

ACROBAT: Don't be deceived by their feminine looks, as these acrobats are agile killers. They dance around the screen, leaping towards you in an attempt to kick seven bells out of you.



EXO-SUIT: Things start to get hot when these nasties walk onto the scene. Although they have no weaponry at their disposal, they pack a hefty punch and require a massive four hits before they lay down and die.

THUG: This shady character is the least of your troubles, as he only strolls onto the screen and fires a couple of rounds at you. However, they may attack in force so beware!



THE HOSTILE CITIZENS OF CYBER CITY



D: FIRE-BREATHER: The first level guardian you'll come across is this fire-breathing villain. After breathing his lethal breath, he'll curl into a ball before rolling towards you and, if you're unlucky, he'll knock you for six!



ANCHOR MAN: A large anchor is this nasty's main form of offence, and contact with the nautical weapon is deadly. However, leap above the swinging chains and you should find another felon in your custody.

GIANT APE: This beastie belongs in those old monster movies from the black and white era, but King Kong has made a guest appearance in Cyber city. Low shots are the key for his demise, but make sure you avoid the barrels he lobs at you!



cat and mouse



Sometimes the
SO WHEN ITS LIFE OR DEATH

Situation Allows

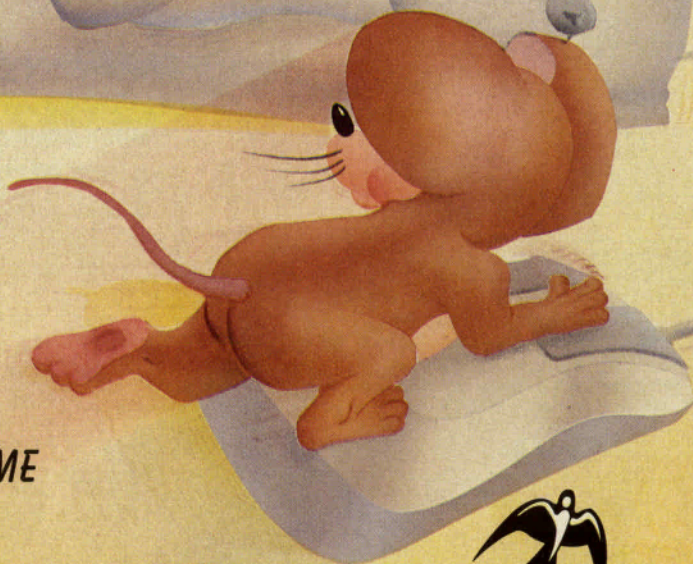
CONFLICT ON YOUR COMPUTER GAME

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BREEDER OF SMART MICE!



By



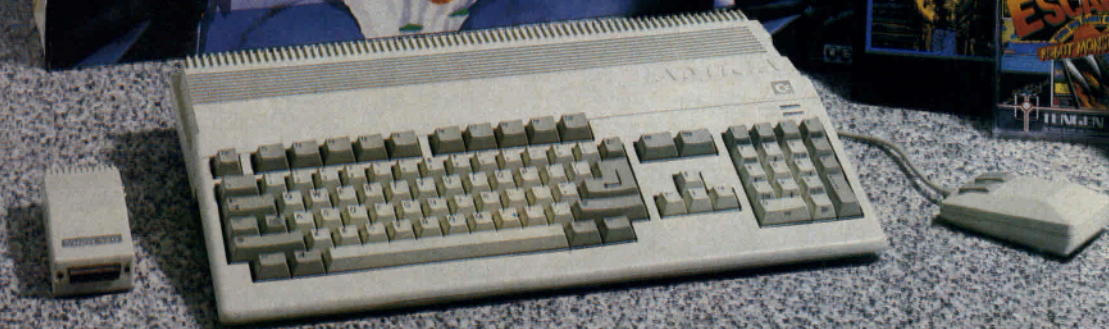
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Commodore A500
Flight Of Fantasy

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PACK INCLUDES:

A500 Computer & Mouse	£399.99
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New Zealand Story	£24.95
Interceptor	£24.95
Deluxe Paint II	£49.95

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For the more serious or professional applications user, Commodore have a selection of systems based around the expandable Amiga 2000, at prices from £1295+VAT. The A2000 features a full 1Mb RAM (expandable to 9Mb), 9 system expansion slots, plus IBM compatibility with the use of PC-XT or PC-AT bridgeboards. Complete and return the coupon, putting a tick in the A2000 box, for details of A2000 computer systems.

£1295

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Flight of Fantasy is the very latest Amiga 500 pack from Commodore, featuring BRAND NEW software releases, to make this the most spectacular A500 pack ever! The pack features the Amiga 500 computer with mouse controller and TV modulator, as well as four top software titles. These include the following:

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The high quality graphics program that set the standard for other Amiga art packages. Deluxe Paint II includes powerful, easy to use tools that bring out the artist in you. Create masterpieces, presentations, 3D perspectives or just doodle.

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Here's something completely different - a science fiction story with comic book style graphics. Our heroes Jake and Duke are on the Planet X rescuing Humans who have been captured by the Robot Monsters and forced to create an evil Robot Army to DESTROY EARTH! Jake and Duke fight their way through hordes of evil Robots to help the Humans escape.

RAINBOW ISLANDS:

Slip on your magic shoes, practise throwing a rainbow and you're ready to go island hopping. From the Island of Doh to Monster Island, you will encounter Doh himself, stinging insects, lethe's combat machines, mechanical assassins, the formidable beings of legend and folklore. Finally enter the world of darkness and its inhabitants.

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The ultimate in flight simulation with a choice of two aircraft and four battle environments with dozens of different tactical missions. Aerial combat, strategic bombings, interactive ground based battles, seagoing carriers - the list of features is endless. Real time cockpit displays, including 'true radar' enhance the realistic feel of this stunning simulation.

PACK INCLUDES:

A500 Computer & Mouse	£399.99
A520 TV Modulator	£24.99
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Which computer(s), if any, do you own? A2000 ☐

£&U - Advertised prices and specifications may change - please return the coupon for the latest information.

Ishido - The Way

PUZZLE AND QUIZ



During the 1960s, historians and archeologists uncovered a stone board among Druidic remains during an archeological dig in the Sarsen district of northern England. The board was later found to have originated before the Western Bronze Age. Similar boards were later found all over the world including Egypt, Mexico, Israel, China and Japan.

Historians and archeologists, trying to make sense of these find-

ings, conjectured an explanation for the boards based on references from ancient writings. Apparently, a system of philosophy and divination based on a 'Rule of Four' had sprung up separately in several of the world's ancient civilisations. Although archeological technologies dated the boards back to different times and locations, each version could be traced to a similar seminal point in the evolution of the individual culture that had created it.

When Ishido has loaded you will be presented with the board

which contains several squares making up a 12x8 area. The edge of the board is darker in colour and is named The Beyond. The game opens with six positioned pieces. Four of these are placed in each corner of the board in The Beyond while the other two remain in the lighter area called The Within. The Touchstone, the elliptical area to the top-right of the screen, is where new pieces are positioned and this piece will be the next one to be played. It must be placed on the

board but it cannot be positioned just anywhere.

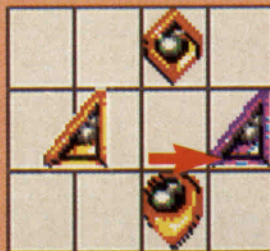
Each stone has two attributes: shape and colour. Only stones with these corresponding attributes can be placed alongside each other. A stone can only be placed next to others provided there is some link with the colour and/or shape. This is how points are amassed.

Any stones that are placed within The Beyond do not score. Their importance is more strategical. There are four types of match:



LEGAL 2-WAY MATCH

Your stone must match one stone with the colour/pattern attribute and match the second stone with the symbol attribute.



LEGAL 3-WAY MATCH

To be able to place your stone legally, so that it adjoins three others, you must match two of the stones with one attribute (the stones shape), and the third with the other attribute (the stones colour). The stones will flash and a bonus will be yours.



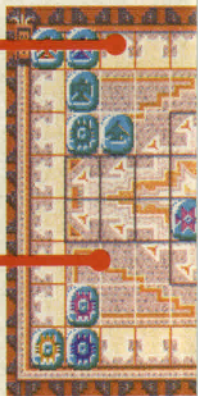
LEGAL 4-WAY MATCH

Place a stone in the center of four others, matching two of the stones on one attribute and the other two on the other attribute.

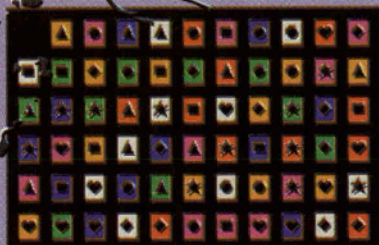
THE BEYOND - The beyond is extremely useful for setting up 2, 3 and 4-Ways but any stones placed within this boundary will not score any points. As the board becomes more cluttered with stones, the Beyond may be your only hope of making a link.

THE WITHIN - All stones placed here automatically score a point. Make sure that all the stones are placed strategically as you will then be able to make up 2, 3 and 4-Ways. These links are the major scorers and could win you the game.

ONE OF ISHIDO



ISHIDO TRAVELS ALL AROUND



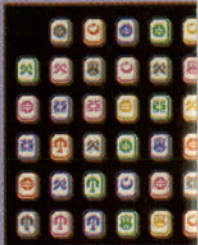
INNER SHAPES



MAGICA



CHUNG FU



ISHIDO



of Stones

single-sided match, two-sided match, three-sided match and four-sided match or 4-way. The points are doubled for each sided match, starting with 1 point for a single-sided match and 8 points for a 4-way.

There are 72 stones to a set and once these have been used or there is no possible match, the game ends. The number of stones left in your pouch is indicated in the window to the bottom-right of the display. Clicking here will reveal all the remaining stones.

Ishido comprises one-player

games as well as two-player and player vs computer.

There are eight pre-defined stonesets and boards to choose from and they range from all around the world. As well as these you can also define your own stonesets.

The designer is very user-friendly and the stonesets are designed by selecting a shape and then creating your very own images and bright colours.

OVERALL SCORE

84%

IO'S PLAY AREAS IN DETAIL



THE TOUCHSTONE - Each new stone is placed within the touchstone and indicated that this stone is the one currently in play.

STONES - Each stone must be placed against another with the corresponding colour or shape. The more stones you link together the higher the points will be.

THE POUCH - The pouch contains all the stones available to the player. By clicking on the Pouch, you will be presented with a graphical display of all the stones still to be placed.

A C T I O N I N F O



ISHIDO
ACCOLADE £24.99
TEAM: SOFTWARE RESOURCES INT.



LEAGUE RATING

7	BLOCKOUT
8	ISHIDO
9	PUZZNIC

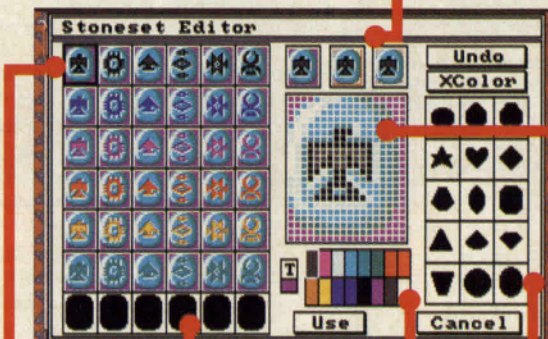
PUZZLE GAMES

Ishido is similar in many ways to chess and is a great introduction to oriental board games. Presentation is excellent and the game is very easy to get into without having to read a complex instruction manual. Once you are accustomed to the rules you can begin to learn the complex strategies and intricacies that make Ishido more challenging, and test the old grey matter to the full. The inclusion of a stoneset editor effectively makes Ishido two packages in one and increases its longevity.

YOUR OWN, PERSONAL STONESETS

Ishido players always carried their own stonesets. If they won a match then it was within their rights to destroy their opponent's set. The editor will allow you to add that personal touch to your games and create your own personal stonesets.

The shape you are presently editing appears in the new-form display. This will give you a perfect idea of what your stones will actually look like.



Once you have chosen the shape to be edited it will appear in the editing window. You can now alter the pixels to the desired shape.

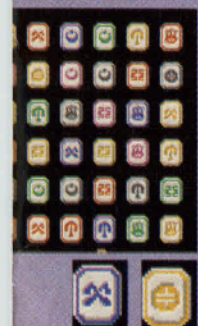
The stoneset that you are presently editing will be shown as well as the actual stone that is being altered.

Each stoneset has a basic shape and these are selected from below the actual stones.

Obviously the colours need altering as this is a major attribute used in Ishido. There are 16 colours to choose from.

There are 15 basic shapes that can be used on the stonesets and each one is present in the default stone.

THE WORLD IN EIGHTY PLAYS



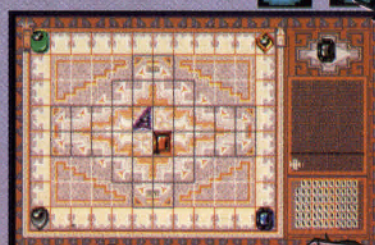
RAMSES



RUNES



SHAMAN





Edd the Duck



ACTION INFO

EDD THE DUCK
IMPULZE £24.99
TEAM: ZEPPLIN GAMES



First came Roland Rat, then Gordon the Gopher and now Edd the Duck! What is the world coming to? If you ignore the fact that the game features Edd the Duck then you will realise that it is very enjoyable. There are no outstanding features, it is plain and simple but that is what is so appealing about the game. Graphics are adequate but sound lets it down, being limited to a tune that runs in the background. If you can survive the embarrassment of buying the game then you will find it very playable.

LEAGUE RATING

9 GHOULS 'N' GHOSTS

10 EDD THE DUCK

11 KID GLOVES

PLATFORM GAMES

PLATFORM



Over the years Edd the Duck has risen to fame and fortune. Starting his career with a small supporting

part on children's television with the BBC, he has now progressed up the ladder of show business to mega stardom! Pop singer extraordinaire and all round cool dude, Edd has risen to fame all over the world. Quite an achievement for a duck.

Now the BBC in their infinite wisdom have decided to give Edd his very own television series. No expense has been spared in bringing the extravaganza to the small screen. Several tons of snow has been transported from the Antarctic to use in the weather department scenes. A special flight has been chartered from the Alpha Centuri star system so that the fearsome Arglefrags can be used in the special effects episodes.

This is the theme for the Edd the Duck game and it charts his progress through the nine episode long series. Three different departments of the BBC feature in the game: the weather dept, special

effects and the children's TV, all of which have to be progressed through.

You control the mega-star duck by using the joystick to jump from platform to platform. You have four takes (lives) to finish the nine episodes (levels). Each episode is completed by collecting stars that are located around the playing area. You must locate a total of 20 stars on each level before you can progress any further into the game.

A game wouldn't be complete without monsters and nasties and Edd the Duck isn't any different. Bumble bees, teddy bears and short sighted fish are just a few of the cute monsters that are out to stop Edd reaching super-stardom

and the end of the series. Wilson the butler also makes an appearance in the game in the form of the white gloved hand that is his trade mark.

You must avoid the not so nasty monsters by planning a route around the screen that will allow you to detour any hot spots. If needed you can use the fire button to launch a snowball that will freeze one of your adversaries for a short time.

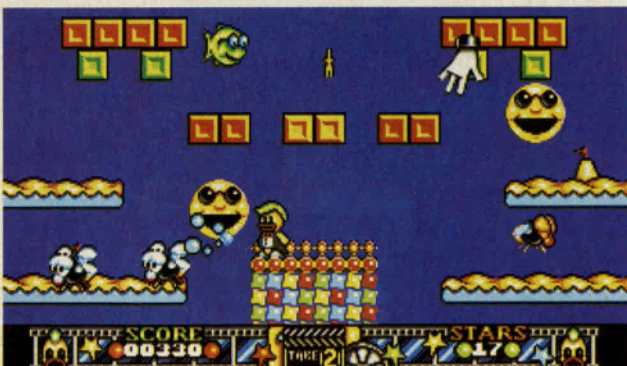
When you make it to the top of the screen you will see the final star in your quest to complete the level. Collecting it will stop the filming of the current episode.

OVERALL SCORE

79%



The weather department is the first area of the BBC you will visit. A good throw with a snowball has frozen the fish, which will allow you to sneak past.



After freezing two bees and grabbing the star they are guarding you can move higher up the level. But here comes Wilson the butler to sort you out.



I don't have nightmares about short sighted fish but apparently Edd is terrified of them.



Bumble bees guard certain areas of the screen, usually where the stars can be found. You must freeze them with a snowball to get around them.



If you mess up one of the episodes then Edd's director will appear to give you a telling off.

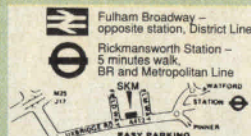
Just a sample of the first level. Collecting the stars as you go you must reach the top of the stage with all of the 20 stars to complete the game.





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STRATEGY



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Taking up the challenge of Impressions' latest game you must adopt the role of the Premier of a specified country and attempt to run the country as well as plan the tactics to ensure it is not defeated at war. You have complete control of all the armed force including infantry, artillery, naval units and, if necessary, the latest complement of nuclear weapons.

From the main set-up screen you can create your own game environment, set the thinking and reaction time of the enemy and also choose which game scenario you wish to play out. There's a choice of five standard scenarios: The Cold War, Middle East, Far East, The Falklands and North and South Vietnam.

You can play either the enemy

or the allies and choose which countries you would like to be involved in the conflict. Obviously there are limitations: for instance choosing the Falklands limits you to either Argentina or Britain.

The majority of the game is played over a small-scale map of the world. This is split into nine regional areas, each of which can be enlarged and viewed in more detail. As you move the pointer over a country its name is displayed on the screen and three icons appear to detail how many units are available.

Keeping a thorough track on all military activity is crucial, but you must not ignore the welfare of your countries or the population will suffer. Planning is essential. If you are required to build new units you must ensure you have the correct amount of people and resources allocated to various tasks.

Full reports are always available to you if they have not already appeared on the regularly updated information screen.

Using this information you must decide what action to take. You control all the forces and can order

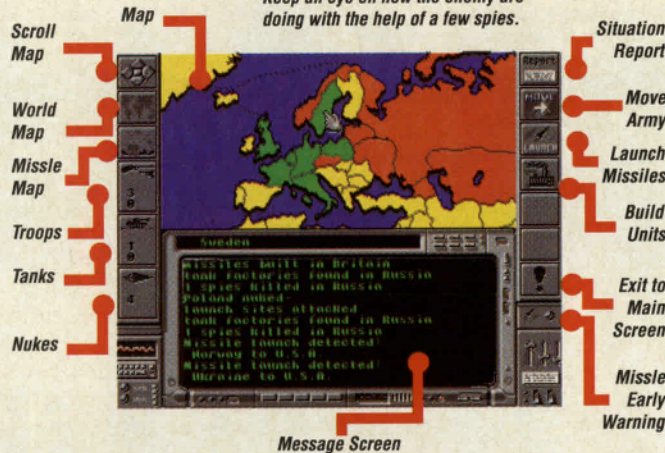
units to move from country to country by simply clicking on the relevant icons and countries.

If necessary you can also control full nuclear activities. Nuclear missiles launched against you must be carefully tracked and when they are in the immediate area it's your responsibility to seek and destroy them. At this stage the game switches to an arcade sequence and you have to fire rapidly at the incoming missiles before they reach the target and cause mass destruction.

OVERALL SCORE
76%

MAP OUT THE SITUATION

Keep an eye on how the enemy are doing with the help of a few spies.



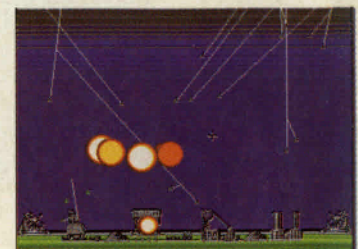
When in doubt, blow the hell out of them. A few missiles should bring most people down to earth, so make sure you get them with a few of your nukes before they get too cocky. From the control centre you can track the paths of any nukes whilst they are in the air.



There's always a battle going on somewhere, and the monitor at the bottom of the screen lets you know where. Attacking one of the countries involved may prove to be an easy kill if their resources are stretched.



You take a brief look at the state of affairs around the world. This screen will give you a whole load of different stats to let you see just what condition the world is in. As well as the military situation details of the economic climate are also displayed.



A long time ago, in a galaxy far, far away, there was an ancient game called Missile Command. And just in case you don't remember it, this is basically what it was like (except that the graphics weren't as good).

ACTION INFO

THE FINAL CONFLICT
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The choice of scenarios in Final Conflict is quite impressive, the Falklands war being of particular interest. Unfortunately, the game does not play very fast. Even when the enemy is at its fastest you may still find yourself waiting around for a while. The excellent Missile Command style arcade sequence brought the most enjoyment and the option to practice this was warmly welcomed. Overall a well presented strategy game that may appeal to fans of this genre although it may seem a little lack lustre to fans of other game types.

LEAGUE RATING

20 S.A. EUROPE

21 FINAL CONFLICT

22 NUCLEAR WAR

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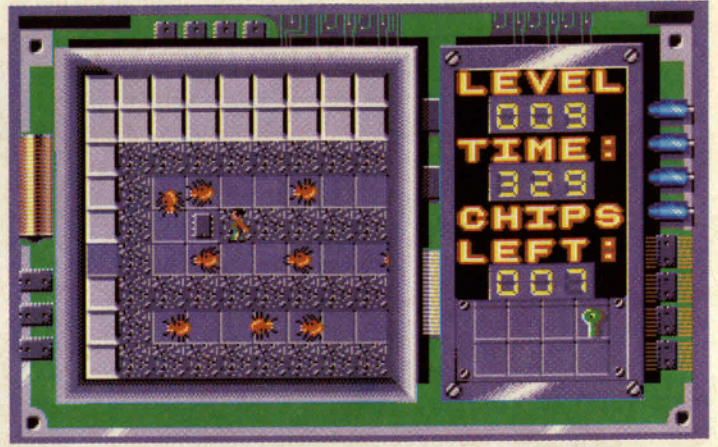
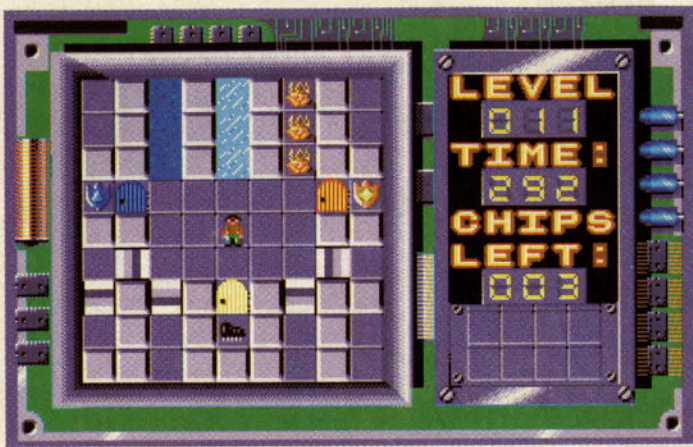
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Chips Challenge

PUZZLE AND QUIZ



Chip's life was not fulfilled. He would wander aimlessly about the corridors of his school, his mind full of images. Those images had a name, the name of Melinda. Some saw Chip as a dreamy character,

while others perceived much more deeper feelings of sadness and despair.

Nobody knew of Chip's secret admiration for Melinda, and so far as Chip was concerned, nobody would ever know. He never imagined that Melinda would even

look at him, let alone go out with him.

One day, however, the lady of all his love approached Chip. After quickly recovering from the shock of the first few initial moments, Chip began to see little red hearts floating before his eyes.



Amid all his intense passion and thoughts, he could hear Melinda talking softly to him, explaining that she wanted Chip to join the Bit Busters, a computer club that she was involved with.

Chip accepted the offer with some glee, but there was one final barrier to overcome. To become a club member, he had to complete a special challenge that had been set before him. The challenge had been split into a number of tasks but, essentially, the aim was the same. Chip's challenge was to collect all the microchips that had been discarded about various locations.

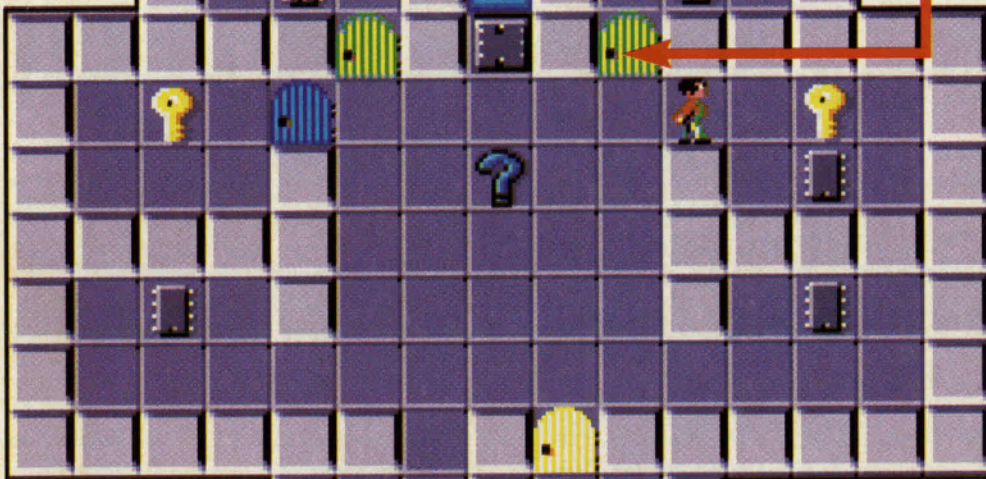
At first, Chip thought that the task ahead wasn't really a problem. In fact, he found it relatively easy. It was only later that he realised the complexity of the problem. A lot of logic and puzzle solving was required, and although he was by no means unintelligent, Chip discovered just how much brainpower was needed for seemingly simple scenarios.

There were many times when Chip wanted to return home and forget the challenge, but the thought of being with Melinda in the club, spurred him on. Did Chip eventually succeed? Well, it is your responsibility to ensure he does.

You must guide Chip through the vast number of levels. By collecting certain objects, you will be able to bypass water and fire barriers, unlock doors, and many other useful activities. There are also small creatures and other moving objects that will not attack Chip, but if he should walk into their path, they will have no hesitation whatsoever in disposing of him.

The controls are simply up,

There's where you have to get to. The exit is near but you have to collect those precious chips first



The doors keep you from the chips and your ultimate goal. However, without the right key you won't be able to get in.

Things get quite a bit tougher in later levels with the appearance of vicious monsters and deadly bombs to name a couple. The levels also get quite a bit bigger with more than one puzzle just to complicate matters. Getting through all 100 odd levels is quite a task, and should keep the best game-players busy for ages.

The lesson levels are really easy, but all they're meant to do is get you used to the game, and the objects you will have to interact with. This level simply shows you that you have to get the right keys for the right door, and that the micro-chips have to be collected before you can progress to the next level. Obvious really.

THE AIDS AND HAZARDS WITHIN THE WORLD OF CHIP'S CHALLENGE



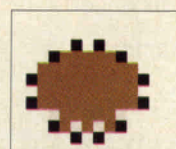
Keys: You need these if you are to get through the many coloured doors dotted throughout the game.



Magnet: With the magnet in your possession you won't be affected by the direction of the conveyor belts.



Bugs: Simply roam around not caring where you are. But if you touch them you will be instantly killed.



Stickers: If you walk onto them you are stuck, but sometimes you need to push something on top of them.



Doors: Simply stop you from getting to certain parts of the playing area. A key is enough to open them.



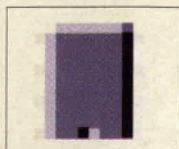
Water-Shield: The water-shield allows you to walk upon the surface of the water without dying.



Mouths: A bit more intelligent than bugs as they home in on you. Luckily, you can run a little faster than them.



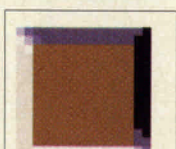
Bombs: Explosive bombs block your way sometimes, but they can be set off by pushing objects into them.



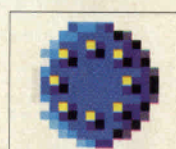
Chips: These are the things that you are striving to collect. In later levels they are very well protected.



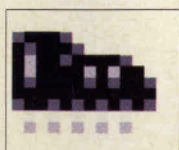
Fire-Shield: This item will allow you to walk through fire, believe it or not. Quite handy in some situations.



Blocks: These can come in very handy in some places, and will enable you to progress to the next level.



Teleporter: The teleporters will beam you to some other point within the level, hopefully to collect a chip.



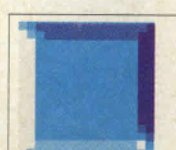
Skates: Once this pair of boots are upon your feet you will be able to control your movement when on the ice.



Thief: It's a nasty tea-leaf. Any contact with a thief, and all the items will be lost and you will have to start again.



Switches: When you touch these they move a block allowing you to enter a room otherwise unreachable.



False Walls: These walls are a different colour to the rest, and when touched they sometimes disappear.

right, left, and down. With Chip being a rather shy, placid character, he doesn't possess a gun or any other weapon you care to think of. He must, therefore, dodge any oncoming projectile or nasty for if he doesn't, he'll have to begin the level again.

OVERALL SCORE

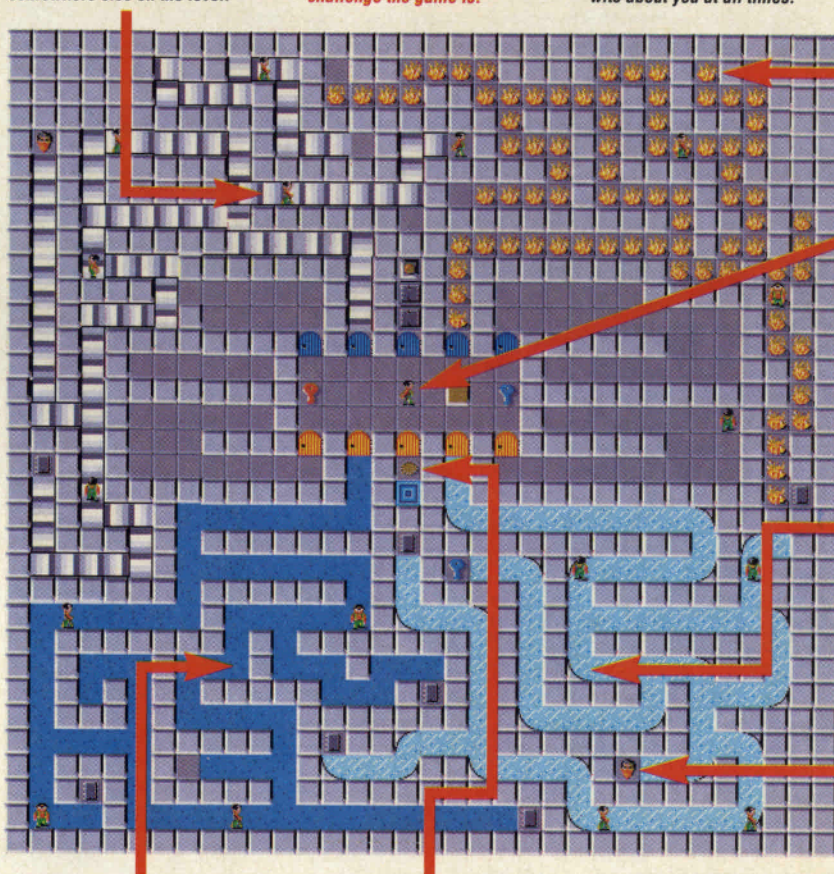
87%

The conveyor belts are very annoying when you haven't got the magnet in your possession. Without it you have no control over Chip when he's on them, and he can only wait until they eventually dump him somewhere else on the level.

This level doesn't require you to collect the objects in any particular order. However this strategy soon changes, and becomes quite a lot harder. That's when you realise just how much of a challenge the game is.

The fire-shield will give you total protection from the fire, but even then there might be some other devious hazard just waiting for you to come along and be caught out! You just have to keep your wits about you at all times.

Fire is fairly simple in the way it works in the game - if you touch it you die. Sometimes the fire is just there to make things awkward, but usually there's a chip in there somewhere.



Starting from the centre of the screen you must collect the blue and red key so you can pick-up the objects that you will need before you can get to the chips in the various different sections.

Although the ice doesn't kill you on contact like fire and water, it can be just as dangerous. Once on the ice you can't control Chip and if anything nasty gets in the way you could end up having to do the level all over again. Make sure you get hold of the skates first.

Just when you thought you were safe you come face to face with a thief. Although he doesn't kill or hurt you, he can ruin any chance of completing the level by stealing all your items. There aren't many in the earlier levels but if you do happen to come across one, keep well clear.

The water is similar to fire in the way that it affects the game, but there are some slight differences. If you can't find an object to allow you to walk on the water, then you can push a handy block into it to create a makeshift bridge.

A sticker prevents you from escaping the level with your horde of chips. What can you do? Pushing a block onto a nearby switch will stop the sticker from sticking you, and allow you to venture further.

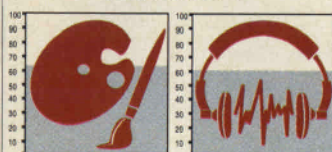
There are about 150 levels within the game, each containing a selection of brain-teasing puzzles to rack your mind. At times it can get very frustrating, but you always come back for just one more try!

ACTION INFO

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For any one who hasn't been fortunate enough to play the Atari Lynx version, Chip's Challenge might look a bit naff, but this is far from the truth. The graphics and sound are pretty poor and don't look very impressive, but once played you realise why all the fuss has been made. The game is totally addictive in a simple kind of way - you just keep having to have one more go so you can see what the next level is like. This type of game is very rare nowadays, and is very similar to the sort of games that being released about four to five years ago. Totally brilliant, and well worth getting.

LEAGUE RATING

*** TOUCHDOWN!! ***

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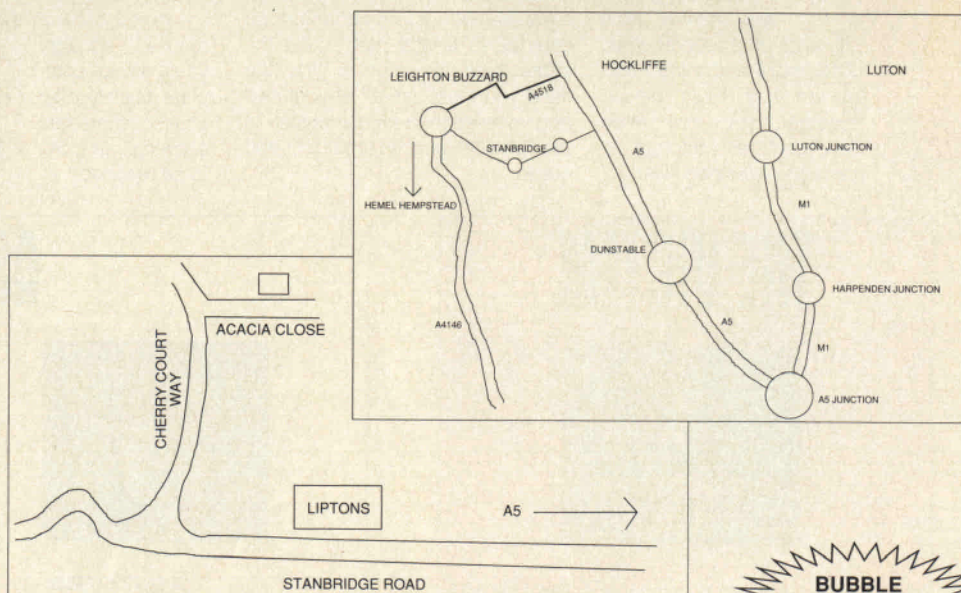
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Forget the Starship Enterprise, don't even think about Alien, because a crisis has occurred far

into the depths of space. The exact location of this foul deed was on-board the orbital station, Pegasus. As of yet, the would-be killer has been unsuccessful. Numerous attempts have been failures, although soon he is to crawl from hiding and try again, only more deadly this time.

The first murder attempt was on Mission Commander Philippe Amiot's life, but nobody witnessed the attack and the villain is still at large.

You are Dick Anderson, an undercover space detective trying to unveil the identity of the mysterious attacker. You join the Pegasus in deep space, but are cleverly disguised as a civilian visitor (Wow, what a cunning plan!). Your true identity is only known by one person and that is Commander Amiot himself, but he'll not jeopardize your mission so you'll get no help from him — you will have to work everything out for yourself.

For reasons unknown to yourself, you must leave for Earth on the next shuttle, so you only have 24 hours in which to find the criminal. Being superbly disguised, you should be able to liaise with other members of the crew without arousing suspicion, and therefore you could hopefully find out some useful information from one source or another.

It appears that each crew member has at least one secret to hide, and as you progress through the game you should find that you may gradually uncover what

it what that secret was. After more and more information has been pieced together, you may even feel confident enough to name the would-be killer.



Murders in Space

ACTIONINFO



MURDERS IN SPACE

INFOGRADES £24.99
TEAM: HIGH-TECH



Murders in Space is another title from Infogrames' Murder series. The game appears limited due to a small variety of operations that can be accessed, but perseverance will reveal a whole host of smaller sub-games, such as learning to operate the MMU successfully or mixing the correct quantities of two substances together using the Yakoto arm. Murders in Space uses a simple point and click system which is easy to use, yet extremely effective. A well-presented game that is a joy to play.

LEAGUE RATING

19	LOST PATROL
20	MURDERS IN SPACE
21	F.O.F.T.

ARCADE STRATEGY

The majority of the game is controlled using the mouse, flicking between your character and the cursor in order to complete different tasks. Your character can either enter thought or speech mode depending on what you select. Thought mode is chosen by moving the cursor over Dick's forehead, then clicking. It allows you to use commands such as thinking what an item does, and so on.

Speech mode allows you to talk and communicate with another crew member. Interrogation on the crew plays a vital part during the game, and in order to find the fiend you must use all of your skill and knowledge to put the pieces of this ghastly puzzle together, and quick!

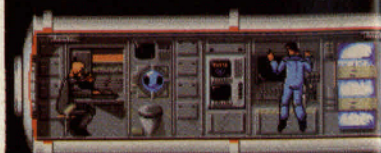
Clicking on the left hand mouse button will select the cursor. When chosen, the arrow can be placed over specific items and when selected, a detailed description of the object will appear. It is also possible to use the various collectables. For instance, the Pegasus is littered with space suits, some in good condition, others either ripped or torn. If you wear a suit, you can venture out into the depths of space in the MMU.

If you click on the right-hand mouse button, you'll have complete control over your character, allowing air-locks to be reached.

OVERALL SCORE

72%

CONTROL MODULE



A major factor of *Murders in Space* is the fact that you must question the various crew members in order to find out valuable information. To interrogate another person, simply select the character you want to fire your questions at, and then click on your player's icon.

THE VICTIM



PHILIPPE AMIOT — Mission Commander

AS THE SAYING GOES....



JEREMY MAHRUBI
Argonomical Engineer

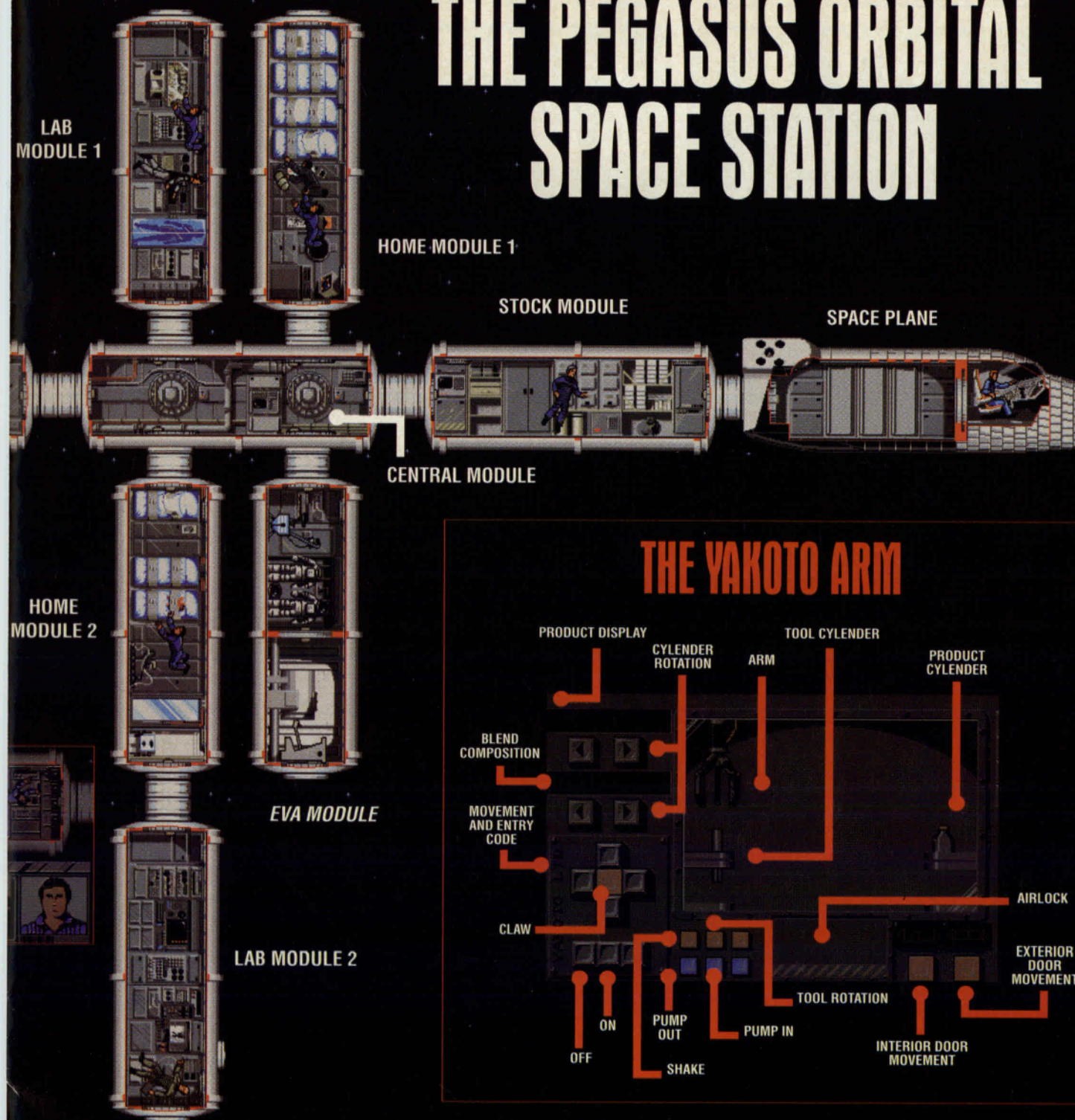


TANIA BORONOVA
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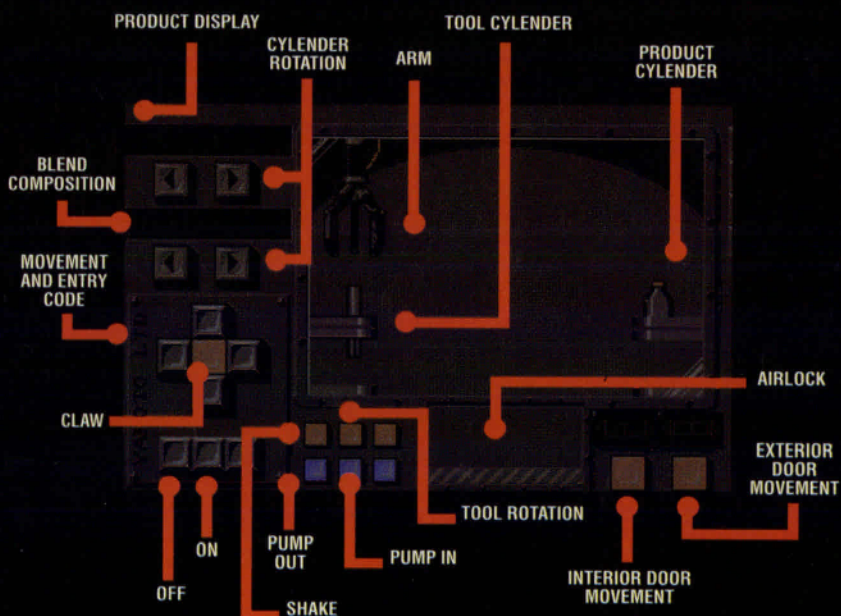


ANDREW
As

THE PEGASUS ORBITAL SPACE STATION



THE YAKOTO ARM



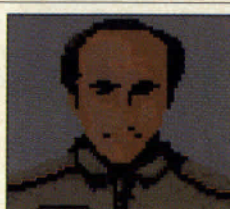
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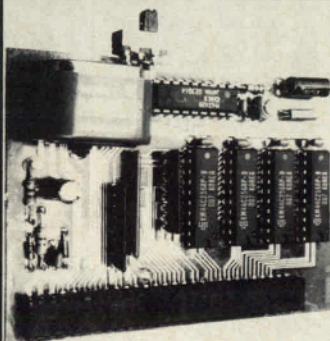
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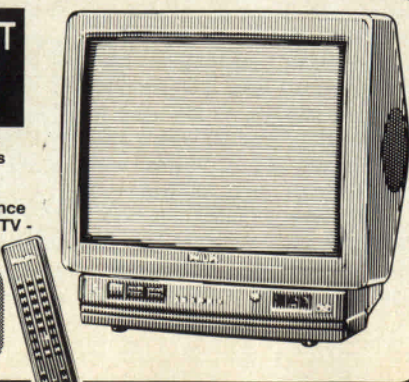
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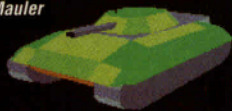
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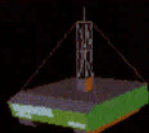
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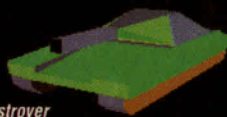
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Battle Command

LAND AND SEA SIM



Battle Command is set in an alternate reality, somewhere in the near future. You sit at the helm of the Mauler – an assault tank with devastating capabilities.

The last occurrence of the North/South war has been stretched out for over 10 years, and the result of this Ultra war is nothing more than a long-distance stand off between the two opposing forces.

The power of each side is phenomenal, and any all-out attacks are suicidal for both armies. This has meant that the only means of attack is to penetrate the enemy lines with small, elite forces that keep knocking down the numbers of the opposition slowly but surely.

The Mauler is specifically designed for these tasks, being highly-maneuverable, offering a wide-array of weaponry and above all, they can work superbly as solo units.

As you enter the battlefield, the heli-carrier will take you to your drop-off where you'll be released from the back of the stealth-heli-copter and left to drift slowly to the ground with the aid of a large parachute. Once both tracks are firmly on the ground, the mission commences and the enemy will make their move. This is your signal to locate the primary target, and destroy it before returning to the pick-up point.

A C T I O N I N F O

BATTLE COMMAND
OCEAN £24.99
TEAM: REALTIME GAMES

Battle Command is Ocean's latest simulation, their last being Retaliator. This time they have introduced land-based combat and the emphasis is more on arcade action. The game features smoothly updated vector graphics that recreate the battlescape. The point-and-click control method is easy to learn and quick to operate. An option to rotate the turret and gun without turning the tank would have been useful. Although there is a lack of missions they are difficult and offer more than a few hours of play.

LEAGUE RATING

9 CARRIER COMMAND

10 BATTLE COMMAND

11 WOLF PACK

LAND / SEA SIM

The land in which Battle Command is set is made entirely of filled 3D vector graphics. Hills block your path and damage your tank if you make any attempt to overcome them. Rivers are another such obstacle, whereas roads and the like aid your Mauler by allowing it to increase its top speed.

One day of playtime equals one hour of realtime, and each mission can take place or continue at any part of the day or night. For late objectives, the Mauler has been equipped with a nightsight, and other features of the assault vehicle include four weapon pods that carry any one of 11 offensive or defensive pieces of hardware.

A variety of missions are available, each of which are divided into three main segments: locate target, destroy target and finally, proceed

to pick-up point. Along the way, you are bound to be picked out by other vehicles, most of which are hostile, but it is up to your discretion whether to attack or flee. However, they won't give chase so you'd better keep ploughing straight ahead and make sure you dodge any incoming shells!

OVERALL SCORE

80%



The map details the location of the target that you must destroy and the drop point.

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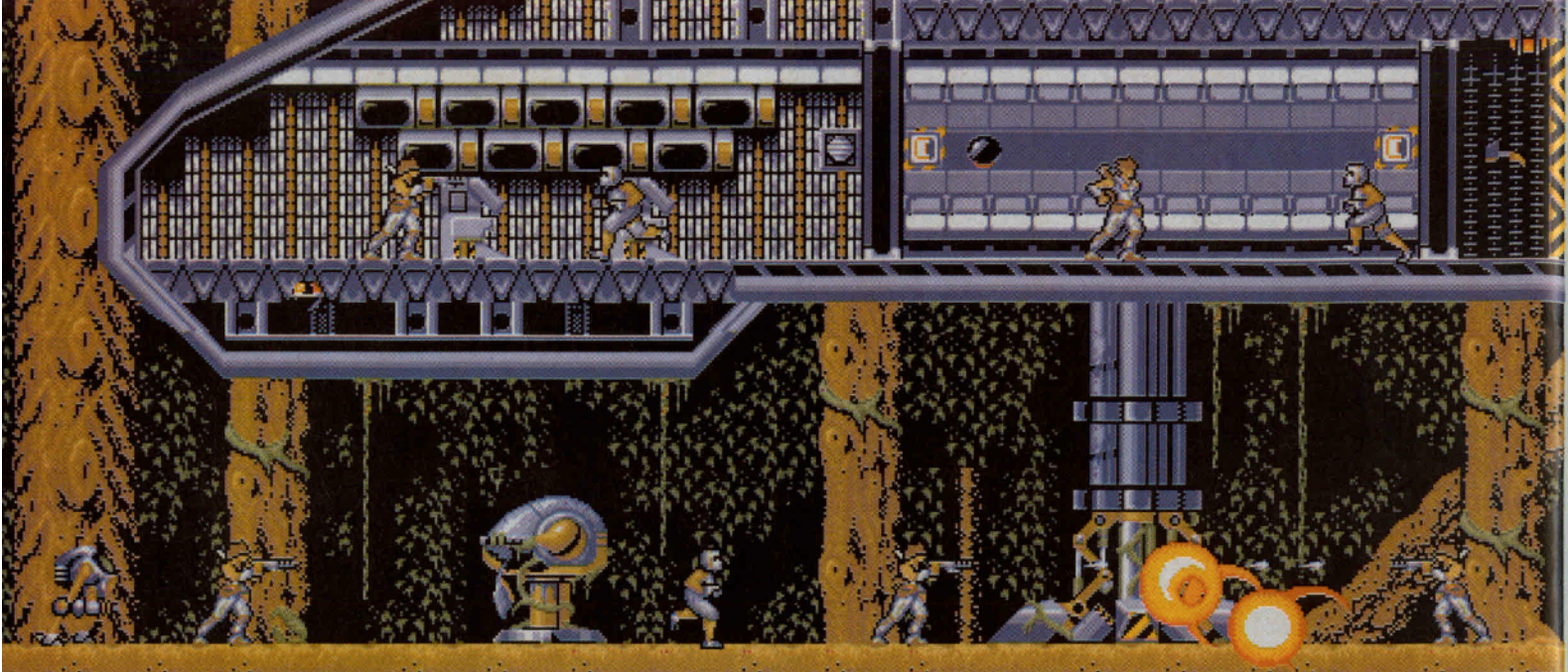
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ALIEN TERRORISTS FROM MAGENTA



TERRORIST SOLDIER

This guy is a real pain as he rushes up to you and before you can leap out of the way he hits you with a bullet. Shoot him with the blaster-rifle.



ROBOT-BIRDS

Aggravating as hell as they keep out of your reach and then zoom into you. Kill them quickly as they have explosive beaks.



NUCLEAR ROCKETS

You'll have to leap through the air in order to destroy these guys. Leave them too long and they will lock on and then chase after you.



ARMURED DEATH ROBOTS

These have to be the easiest to destroy. They are slow moving and can be out-run. It is best to leap over them using the flip somersault.



ENERGY: This is extremely valuable to the Strider and will prove essential if he is to defeat his enemy.



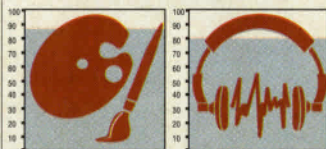
ENERGY EMCU: This will boost the energy needed for Strider to transform into the EMCU.



POWER BALL: This will circle Strider and destroy anything that strays too close.

ACTION INFO

STRIDER II
U.S. GOLD £24.99
TEAM: TIERTEX



Strider II is a great improvement on the original Strider as it is faster and smoother. The characters are small but very well defined and they all move relatively convincingly. Sound is a little sparse but this does not detract from an excellent product. The controls are easy to use and collision detection is very accurate. Strider II should not be missed as it will provide plenty of excitement and fun, although it won't be beaten easily as it is fairly hard. The only annoying thing is that you get placed at the beginning of the level every time you die.

LEAGUE RATING

8 SIMULCRA

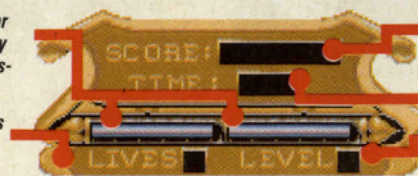
9 STRIDER II

10 BATTLE SQUARON

SHOOT 'EM UP

Indicator bar for Strider's energy and Robot transformation.

Strider warriors remaining.



Strider's accumulated score.

Mission time remaining.

Mission level.

Strider II



Strider, the hero of the conquest in the Soviet block. His first mission required the use of his acrobatic skills and skilful sword play. Now his services are required once again and his new mission is harder and more deadly than ever before.

His assignment is on another world called Magenta. The planet was relatively peaceful under the rule of its female leader but now terrorists have infiltrated the population and are causing havoc. Their

high aspirations of their own work has taken them to a terrible level of terrorism - they have kidnapped the female leader of Magenta and are holding her world to ransom.

Military forces attempted an invasion to overthrow the alien kidnappers and save the princess but unfortunately their attempts were unsuccessful. Strider has been called into the fray by the Magentans who in return for his help provided him with a devastating high-velocity Gyro laser and a matter converter that, when sufficiently charged, will cybernetically mutate

STRIDER — THE ONLY WARRIOR WHO



Strider is armed with a powerful blaster which proves extremely useful.



Strider can leap high into the air to avoid those low laser shots.



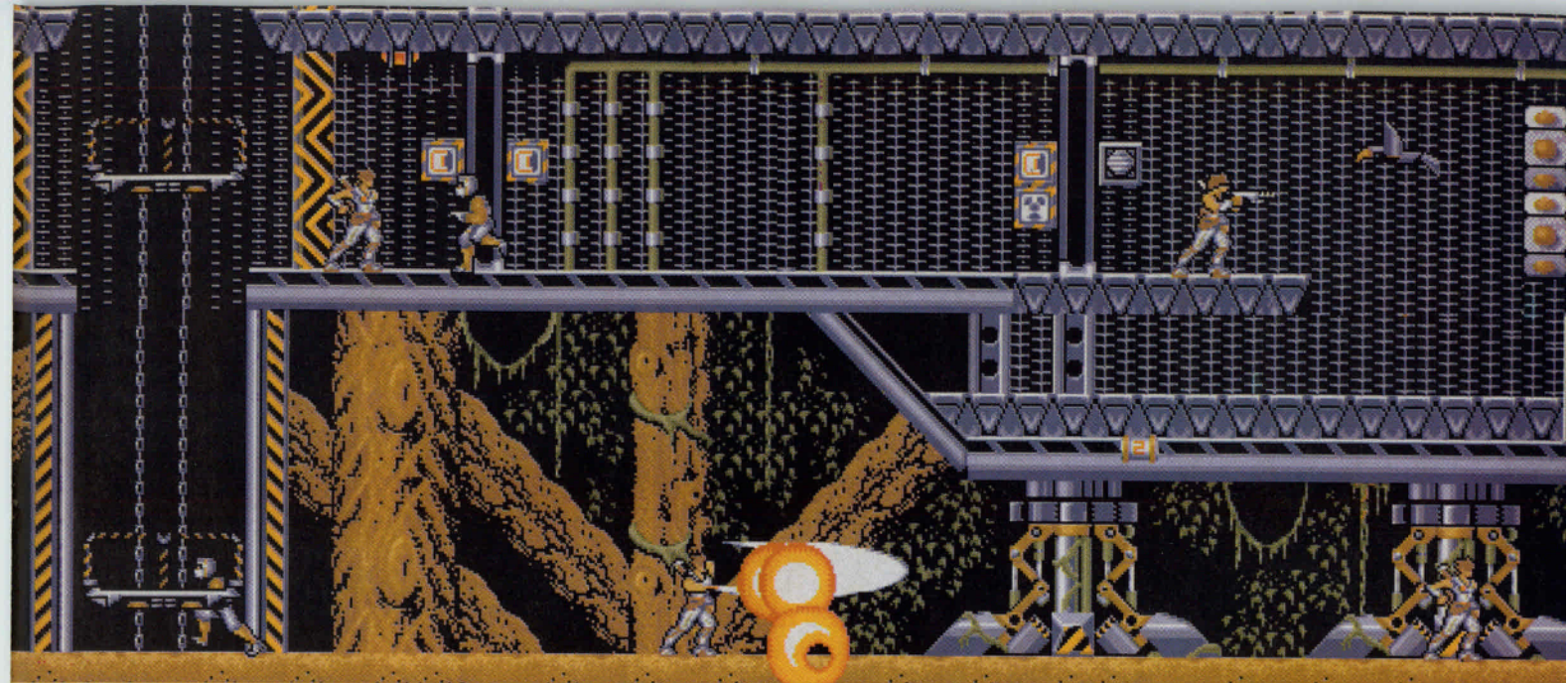
The flip will get Strider out of a lot of trouble and help him avoid the enemy.



The Death Robots fire at both Strider's head and legs.



Strider, an awesome warrior on a dangerous mission.



him into an Elite Mechanical Combat Unit. The Magentas have told Strider that with this enhancement he will be able to destroy anything that comes in his path...or so they have informed him.

Strider begins his mission in the forests of Magenta armed with a powerful sword and a plasma rifle. No sooner has he begun his mission than the alien terrorists leap out on him and attack. With a swipe of his super-sword, Strider decapitates three oncoming soldiers and then performs a triple somersault over a heavily armoured attack droid. Turning swiftly, Strider aims his plasma rifle and lets go a high-intensity bullet. The robot explodes instantly and all is quite.

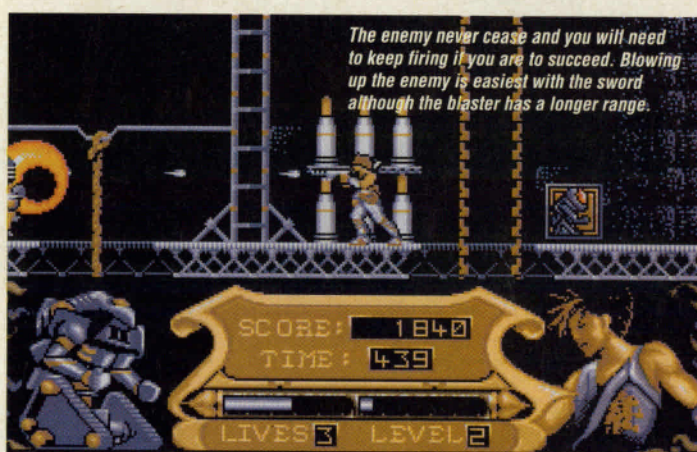
From the darkness of the skies above comes a swooping robot-bird with an explosive beak. Strider ducks just in time, turns and takes a swipe at the bird which blows up, lighting up the whole of the forest. While his back is turned a rocket smashes into his armoured body and throws him to the ground. His body is weakened but he is still alive.

Destroying all before him,

Strider eventually reaches the entrance to the first watch-out. He leaps into the air and manages to grasp hold of a dangling chain which he immediately shins up before leaping onto the level one platform. The guards are alerted immediately and they rush forward, their blaster pistols firing. With a twist and flip, Strider manages to avoid the bullets and stick to a wall using his electro-claw at which point he deals instant death to the enemy.

Energy is low but he manages to stumble across an energy pack which restores a small percentage of his health. Feeling revitalised, he leaps onto another chain which causes a strange reaction. The metal body armour starts to creak and twist as does his body. No longer the Strider, he is now the Elite Mechanical Combat Unit.

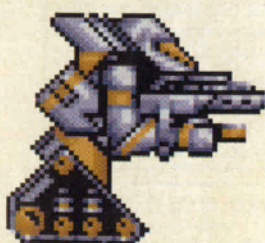
He fires his laser cannons and the enemy fall before him. But his glory is cut short when he is confronted by a massive copter with laser cannons and armoured body panelling. Can Strider suc-



OVERALL SCORE

88%

CAN SAVE MAGENTA



Near the end of each level Strider will transform into a powerful robot.



Strider is armed with a powerful claw that bites into the walls.



There may be a rope or chain hanging down to climb.

(Below) At the end of the first level Strider must confront a gigantic and heavily armoured attack copter. This will take several hits before it explodes.

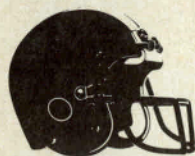


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USER
REVIEW**

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THE MATCH

The match is a game in itself taking about 40 minutes to complete. With 26 offensive plays and 21 defensive plays, there is ample scope to match your gameplan to the skills of your squad, and exploit the weaknesses of your opposition. It's here where the strengths and weaknesses of your own players are highlighted.

TRAINING CAMP

Here is an opportunity to assess your players before they take the field. The appropriate coach will give you his view of the current form of any of the players and how they are performing in training. The current sharpness of any player can be assessed from their time in the 40 yard dash. Wide receivers, cornerbacks, running backs and linebackers are all positions where speed off the mark is crucial.

COLLEGE DRAFT

During the 16 match season, plus whatever playoff matches you achieve, you will find yourself praying for a second classy running back or wide receiver, or need to beef up your offensive line (too many sacks). There can be many weaknesses. The college draft should be used to find those stars of the future and make sure that they're playing for you.

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The statistics section will encapsulate your team's and your players' season. Total yards, rushing yards, passing yards, kick-off returns, punt returns (and averages for all these), interceptions, sacks....all these are kept for each match, the whole season, for the team and for each player. American Football is a game of stats and we retain that.

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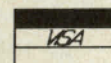
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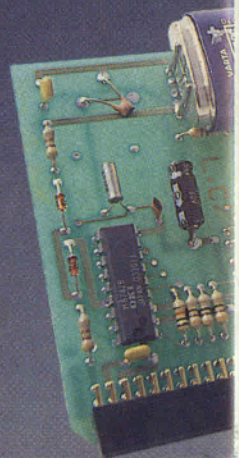
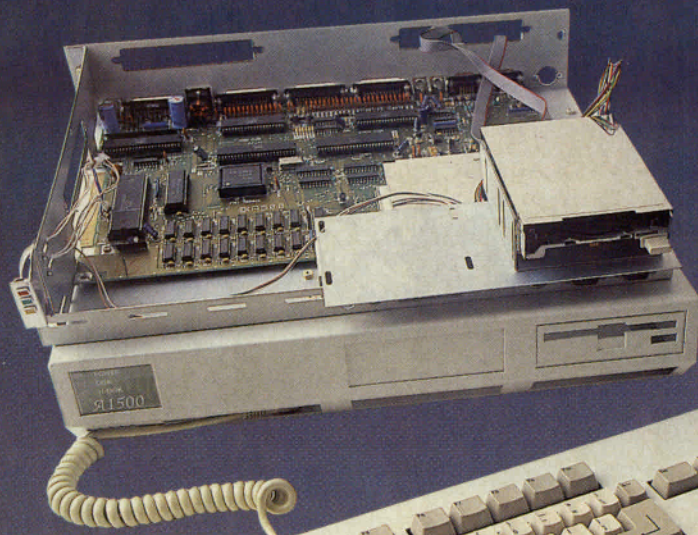
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APPLICATIONS APPLIED

With the Amiga Action surveys already collated, we have discovered that there is great demand for non-games articles and what with the new look Amiga Action we have decided to write a utilities and hardware section that will be a regular feature of the mag. We have devoted two pages to this subject and will keep you up to date on the latest developments as and when they happen.



D) A1500 EXPANSION SYSTEM — A1500 LIMITED

The A1500 Expansion System houses your Amiga 500 and its add-ons into a sturdy streamlined unit with detachable keyboard. If you are tired of all the wires then this is the system for you. Everything is kept neat and compact and looks very professional indeed. It is a little costly at £200 but the overall look is much more pleasing. A1500 Limited can be contacted on 071-637 2281.

E) AMOS — MANDARIN SOFTWARE

For those of you who have always dreamed of writing your own games but couldn't be bothered to learn machine code Amos is the utility for you.

The package comes with three disks: the program disk, data disk and extras. Features include up to eight screens displayed at once, multi-level parallax scrolling, art package, sound sampler and a creation language. AMOS retails for £49.99 and is available from Mandarin Software who can be reached on 051-357 1275.

F) EC 2400 MODEM — HI-TEC

The EC 2400 Deluxe is probably one of the fastest modems around due to its quad speed. It includes autodial, MNP Level 5 Data Compression, number and command store with battery back up and autobaud scan of line speed.

The EC 2400 is ideal for those who want to communicate with the outside world through their Amiga. Hi-Tec can be called on 0733 897333.

G) MARCONI TRACK BALL — MARCONI

You may have noticed that the Amiga mice are a little unreliable. Very often the ball clogs up or the buttons fail to work and you end up smashing the darned thing on the floor. After that it never works which adds insult to injury.

Fortunately, Marconi produce an excellent track ball which is both easy to use and very reliable. If you're tired of the mouse then this would be a worthwhile add-on. It can be purchased from Silica Shop on 081-302 8811.

H) VIVA — MICRODEAL

Viva is the ultimate tool for storing graphics displays from Video or Videodisc players. It can store pictures which can then be linked together to create excellent presentations.

You can also take video pictures and mix them with displays that have been created on the Amiga, making it the most flexible video interface around. Viva retails for £99.95 and is available from Microdeal on 0726 68020.

I) APL 68000 — MICRO APL

For all of you out there who are tired with the sloth-like speed of BASIC then APL 68000 is the one for you. APL is a programming language that is easy to learn and flexible. It allows total manipulation of the Amiga's graphical capabilities and multi-tasking which allows you to run several tasks at once on the screen.

The commands of APL 68000 are too numerous to mention but Micro APL can be contacted at South Bank Technopark, 90 London Road, London, SE1 6LN.

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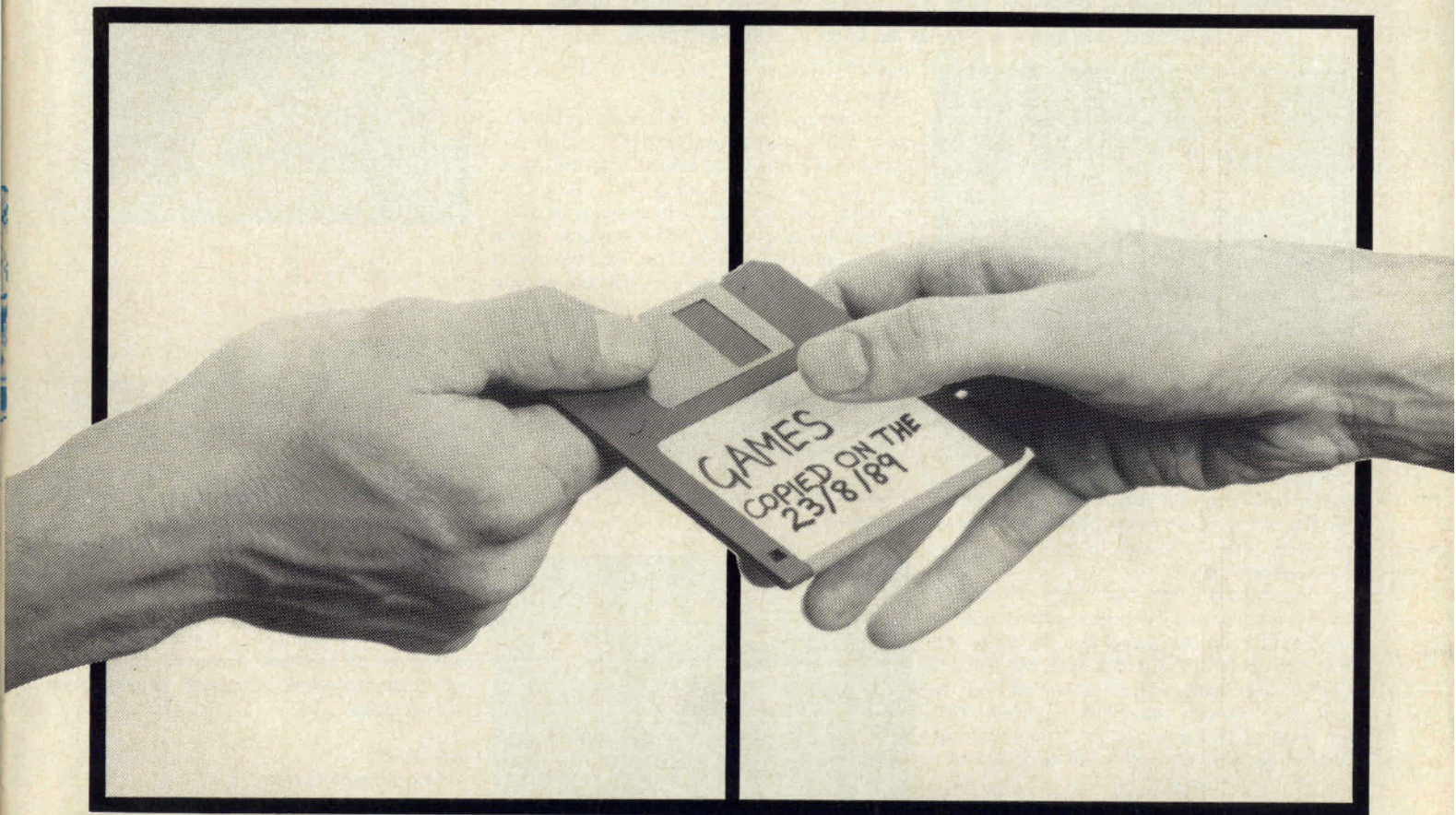
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Late Kick Off

Welcome to Late Kick Off, a brand new feature to inform you about games we have just received which, although time and space prevents their inclusion as full reviews, warrant a paragraph or two. For your pleasure and convenience we have come up with a novel 'home' and 'away' goals system for scoring the games. Important or particularly good games will get the full Action Treatment next month.



NARC OCEAN — £24.99

Converted from the arcade smash hit, Narc places you as a hit-man on a mission to infiltrate the criminal underworld and seek and destroy Mr. Big. Narc is a two player game set in numerous levels that are packed full of Big's hungry-for-blood henchmen.

To aid your battle against the enemy you have a limited supply of bullets and rockets, or alternatively you can slap a pair of cuffs on the thugs and bust 'em! A helicopter is also there to back you up, along with an armoured Porsche and other items of heavy duty hardware. With all kinds of pushers, addicts and crime-lords against you, your task will not be an easy one.

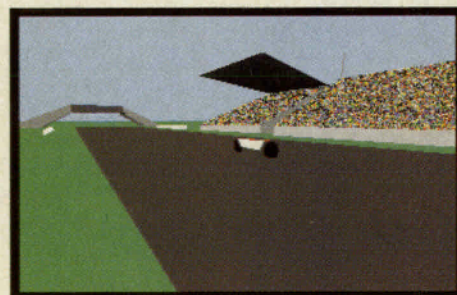
Your objective is to put a stop to Mr. Big's drug production line and phase out Krak before confronting the man himself in the final battle.

HOME:

- Nice sound

AWAY:

- Poor scrolling
- 8-bit basic graphics
- Lack of variation in graphics & gameplay.



TEAM SUZUKI GREMLIN — £24.99

Perhaps the most progressive software house of the year, Gremlin have now added another to their classic motor-racing duet, Lotus Esprit Turbo Challenge and Toyota Rally. Team Suzuki

revolves around the success of the Suzuki motor bike in competitive sport.

Superbly recreating the speed and excitement of bike racing using filled 3D vector graphics, Suzuki is one of the fastest, if not the fastest racing game on the Amiga to date. It allows you to ride on various tracks, and compete for coveted trophies and for the title, Champion of the World. Set to be another must, Team Suzuki is another product showing just what Gremlin are capable of.

HOME:

- Fast updating
- Smooth filled vector graphics
- Nice control system
- Opposition actually offer a challenge

AWAY:

- None



WORLD CHAMPIONSHIP SOCCER ELITE — £24.99

Surely the greatest football game of the year, if not ever, is Kick Off 2. Many games have tried to recreate its sheer playability, but most have failed.

Elite are now attempting to pinch the crown with their conversion of the arcade classic, World Championship Soccer. Their footie game allows you to play virtually any team featured in the World Cup, even giving you the chance to take the brilliant Cameroon to the top!

Either one or two players can participate in a test match, or alternatively a tournament. However, some of you may find the computer opposition a little hard to beat, especially if a low-league team can beat the likes of Brazil or England!

HOME:

- Good fun in two player mode
- Nice large graphics.

AWAY:

- Control system a little awkward
- Computer opponent is too good



SPINDIZZY WORLDS ACTIVISION — £24.99

Do you remember a small guy called Gerald? No? Well he wasn't your normal looking young chappie, in fact he was a spinning top! Many years back he'd been trapped in side the world of Spindizzy, and faced with the task of collecting diamonds in order to make good his escape.

Spindizzy was a huge hit on 8-bit machines, and now the 16-bit follow up has finally arrived. Called Spindizzy Worlds, the game once again takes on the format of a spinning top whizzing around a strange and wonderful land.

Offering a new challenge for fans of the original, the task ahead is not a simple one — collect all or as many diamonds as you can within the time-limit or forever perish in this strange place.

HOME:

- Smooth scrolling
- Addictive Gameplay
- Vast quantity of levels

AWAY:

- Some levels tedious
- A little on the repetitive side



CHASE HQ 2 OCEAN — £24.99

Chase HQ was originally released after its huge success at the arcades, but unfortunately the conversion wasn't so hot. However, SCI — Chase HQ 2 seems set to rectify this mistake by offering more action, more road and more fun!

Converted by ICE, SCI is once again based around the life of a traffic cop in hot pursuit of

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escaping criminals. This time you're back with a vengeance, armed with a powerful handgun with which you can blow away the speeding villains. At times, a police chopper will fly overhead and drop extra weaponry down on you, like a bazooka.

The gangsters have also been working on their forces, and bike riders will travel alongside, lobbing petrol bombs at your gleaming street-machine. SCI follows you all around the world in pursuit of the world's most infamous crims.

HOME:

- Large, well drawn graphics
- Scrolling is fairly smooth and fast
- Sampled speech from the arcade

AWAY:

- Bad sprite detection
- Get's too tough too quickly



BUG-BASH/NUCLEUS MICROTECH £12.99

Bargain software at its best from Microtech Entertainment, as this package includes two shoot'em-ups for less than the price of one.

Bug-Bash is based around a once tidy garden that was wrecked over-night.

Swarms of insects fly mindlessly around the garden, hovering over the rubbish, just waiting for you to kill them with your spray gun.

Nucleus, on the other hand, is set in deep space and is a shoot'em-up a la Menace. With loads of power-ups to be collected, vast amounts of shooting to be done and aliens just waiting to be killed, shoot'em-up freaks have never had it so good!

HOME:

- Colourful graphics
- Good value for money

AWAY:

- Repetitive gameplay
- Poor collision detection
- Badly presented



LEMMINGS PSYGNOSIS — £24.99

After the rightfully-deserved success of The Killing Game Show, Awesome and Nitro, Psyg-

nosis have now turned their attention to a more humour-filled product aptly named Lemmings.

Not surprisingly, this game is based around the main fun of the cute little Lemmings. The objective is to build a safe path, using your Lemmings as builders, blockers and even human bombs (or should that be Lemming Bombs!), from the entrance point of the landscape to the exit far way to the side.

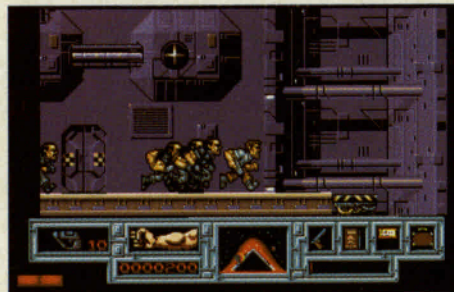
Brilliant sound effects and small but hilarious graphics add to the excellent gameplay. Yet another first-class game to watch out for from the excellent and consistent Psychosis.

HOME:

- A simple but infuriatingly addictive
- One or two players
- Basic but superbly animated graphics
- Keeps you coming back for more.

AWAY:

- None



TOTAL RECALL OCEAN — £24.99

Arnold Schwarzenegger is back, this time bigger and beefier than ever. Total Recall is another of the muscle-man's hit movies, brought onto the small screen by Ocean. As Dennis Quaid, you are constantly haunted by dreams of another life on the planet Mars.

Rekall Incorporated, new to the scene, have promised each customer the chance for their dreams to become reality in a unique travel service that you're bound to remember for the rest of your life. However, your dream soon turns to a nightmare when your every move is monitored by assassins. You must take the ego trip of a lifetime and overthrow the evil tyrant's plot! The first level sees our hero attempting to collect his pistol, briefcase, passport and ticket. He is hounded by the enemy and must kill them by punching or shooting them. In the second level he must destroy the other cars.

HOME:

- Large game area to be explored
- Difficulty level set just right
- Numerous differing level to fight through.

AWAY:

- Small sprites
- Opponents too dim



THE ULTIMATE RIDE MINDSCAPE — £24.99

It never rains but it pours! What with Team Suzuki and now Mindscape's Ultimate Ride, bike fans have never had it so good! Unlike most other racing bike sims, The Ultimate Ride offers both one or two players racing on either tracks or stretching roads on any of the six bikes included!

Not only that, you have a wide selection of tyres and other features to choose from. The road on which you race is not a nice straight surface – far from it. Tight curves often make the going tough, as well as obstacles such as the odd moose blocking the way!

HOME:

- Two player good but badly implemented
- Large selection of bike and other features

AWAY:

- Basic graphics
- Poor control system
- Road update not in proportion with the speed you travel at



VECTOR CHAMPIONSHIP RUN IMPULZE — £24.99

Once again a racing game promises the buyer the chance to drive in a Formula One competition, recreate the thrills and spills of the sport and even allow you to sample some of the harder courses for yourselves.

Not all of them live up to their hype, but Impulze's Vector Championship Run uses sophisticated 3D graphics to represent the enthralling speed! There are six race tracks in all, and control is by the mouse, using the left button to accelerate and the right to brake. As well as negotiating the difficult tracks, you must perfectly time your overtaking as any crashes will drastically reduce your chance of winning. Also, try and avoid the track barriers.

HOME:

- Fast 3D filled-vector graphics
- Six tracks to race on

AWAY:

- Controls too responsive
- Difficult to progress through the field

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WRATH OF THE DEMON READYSOFT — £29.99

The summoning of the Great Demon was one of the worst things that the magician, Anthrax, could have done. One evening the King's court wizard had muttered an ancient spell that woke the hellish creature from its eternal sleep, and his original plans were to use the monster against the King and rule the world. However, the all-powerful Demon laughed in the face of the mage and decided to take the throne for himself.

From the makers of the Dragon's Lair series comes Wrath of the Demon, a mystical beat-'em-up/arcade adventure that will take you across the land under the Demon's power. You must rescue the princess and defeat the beast in combat, before restoring honour to your King.

HOME:

- Stunning graphics
- Atmospheric sound

AWAY:

- Variation between levels is limited



ELVIRA: MISTRESS OF THE DARK ACCOLADE — £29.99

After the seemingly endless wait, Horror Soft's destined classic is finally here. Elvira has decided to remodel her home castle, but little did she know that she would wake Queen Emelda from her sleep — well, she'd been dead for over a century!

Any way, this Emelda has decided that she'd like to return from the dead and rule the world. Well, our mistress was not too pleased with this but the only way to stop her and her minions is to find a hidden scroll that is inside a

large chest, inside the 800-room castle.

Most of Elvira is a graphical adventure, although sub-stages are included to allow you to have a real-time battle against one of Emelda's guards or other 'pet' creatures!

HOME:

- Massive game area hundreds locations
- Successful combinatiadventure & arcade
- Atmospheric graphics & sound are superb

AWAY:

- Five disks can be a little tedious to swap!



CAR-VUP CORE — £24.99

Cartoon World was once a merry place, inhabited by all of our favourite characters we have come to know and love. Carl the Car was happy living in this cheerful place, as was everybody else, all except Borgus Grim.

He was fed up with all the good things occurring around him. He wanted to be BAD! He decided to alter places, kidnap Carl's friends and generally be unruly!

However, Carl is no wimp, so here he comes to rescue. As our little hero, you must conquer all eight levels of Cartoon World, rectifying Grim's mistakes before taking on Borgus at the end of the last level.

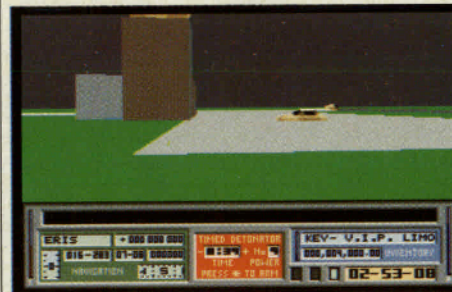
Carl must make his way around the many different levels jumping from girder to girder changing their colour. He can then use these to make progress. Unfortunately, there are plenty of nasties hot on his tail.

HOME:

- Basic but colourful and attractive graphics
- Smooth scrolling graphics
- User-friendly control-system
- Addictive manic fun

AWAY:

- Slightly repetitive gameplay



DAMOCLES MISSION DISK NOVAGEN — £9.99

It wasn't that long ago when a certain software company, Novagen, produced a game that was the follow up to Mercenary. The game was Damocles. The original was popular, but the

sequel was accepted by the gaming public with great demand. Novagen have decided to produce a mission disk for Mercenary II, therefore extending the enjoyment of the original game. There are five missions in all, and they are:

Mission 1: Locate and disarm a nearby Novabomb and escape within the 10 minute limit.

Mission 2: Your luck is down and your money is low, but you never give up. You must borrow a casino manager's car in order to proceed with your mission.

Mission 3: It is vital for you to trade in order to get your hands on the Novabomb and Nova-triggers from the maniacs who have them at present.

Mission 4: Don't stop! Eris is still doomed!

Mission 5: You may find help by taking a look at Damocles.

HOME:

- Vast expanses of land that need exploring
- Five new missions to complete

AWAY:

- Although mission have different objectives, the idea is basically the same



DRAGON'S LAIR 2: TIMEWARP READYSOFT — £44.99

Dirk is back, and more daring than ever! Once again Princess Daphne has been kidnapped, this time by the evil wizard Mordoc. Using his great skill, he has whisked away our heroine to a place far away, in another era in fact! You must travel through time and rescue Daphne before she is forced to marry and wear the Ring of Death.

As usual, the visuals and sonics used in Dragon's Lair are literally out of this world, and the control system still remains the same — push the joystick in the correct direction and at the right time otherwise you'll perish at the fate of some unholy creature (Dirk's mother-in-law even attacks our hero!).

HOME:

- Brilliant visual effects
- Arcade-quality sound

AWAY:

- Virtually non-existent gameplay
- Extra-ordinarily large price tag!



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The wastelands present many hazards all of which are deadly. Bottomless chasms and steep cliffs stand in the way of your quest, but they aren't impassable.

The palace gardens are beautiful, but full of dangers. Palace guards are everywhere, and all of them have orders to kill you on sight.



ARCADE ADVENTURE



About three years ago The Last Ninja appeared on the C64 to the amazement of many. The graphics and sound were top rate for its day and the game was an instant hit. Of course, it wasn't long before a sequel made an appearance, and it proved to be just as good as its predecessor.

The Ninja series' next move was to the 16-bit machines (courtesy of Activision) where the market was now growing fast, but unfortunately something went wrong along the way. The conversion was awful and many distraught fans of the 8-bit version made the mistake of buying it.

System 3 have now decided to continue the series with a Last Ninja 3, but before they do this they have remade the first Ninja game on the Amiga just to show the poor souls who bought the Activision version that it isn't going to be as bad.

The story so far: For over 200 years the Fujiwara Clan had ruled the lands, taking whatever they wanted and making the lives of the common folk a living hell. Eventually these people became tired of this unfair regime and left their homes to dwell in the mountains and form their own clan. And so the Ninja was born.

For centuries they remained in the mountains and eventually they became the most feared of warriors, mainly due to their mastery of a range of weapons and the total control they had over their minds and bodies.

But even though they were feared they still had many enemies. The evil Shogun, Kunitoki, hated the Ninja the most and envied their talents. But little did they know that it would be he who would eventually be their ultimate downfall.

Once every decade every member of the Ninja brotherhood ventured away from the hills on a pilgrimage to a small island called Lin Fen. There they would pay

homage to the shrine of the White Ninja, the founder of the brotherhood. While they were there they would also gain knowledge from the aged Koga scrolls.

It was while the Ninjas were at the island that Kunitoki saw his chance to wipe them out once and for all. His plan would have worked if one acolyte Ninja had not been left behind to guard another smaller shrine of the White Ninja.

The news of the slaughter soon reached him and as soon as it did he vowed to avenge his friends and kill the Shogun, Kunitoki.

In the role of this lone Ninja,

starting on the outskirts of Lin Fen you must make your way through six arduous levels before you finally do battle with Kunitoki himself and avenge your bothers. At first you will have nothing but your bare hand to protect yourself from the Shogun's many guards. However, there are quite a few weapons that can be found on the island and used to kill them.

Certain weapons will be needed before you will be able to leave particular levels, but they are very easy to find and use. There is also

a large number of objects that you will be able to collect and these will be imperative to you later on in the game. There are clues in the manual to help you work out what to do with these items.

The guards are not the only hazards that you will come across. Poisoned water and murky swamps are in various locations on the island and your utmost skill and judgement will be needed to traverse them; a full life is lost each time you accidentally fall into one of them.



A river blocks your path and prevents you from going any further. There are a few stepping stones, but are they close enough for you to use them to get to the other side?

ULD BE THEIR LAST CHANCE FOR REVENGE AGAINST THE TYRANT, KUNITOKI

Falling through a trap door you find yourself stuck in the dungeons. The dead themselves will combat you in this fearsome place.



At last you reach the Palace, but there is still quite a way to go before you reach the evil Kunitoki. Watch out for traps, each offering a gruesome death.



You finally make it into the Inner Sanctum. This is where Kunitoki resides, but he is not totally defenceless. He himself is a great warrior.



Once inside the Shogun's palace you are faced with even more dangers. Scattered around the palace is a large selection of traps that you will have to avoid or disarm before you can venture further.

A very useful thing that has been incorporated into Ninja Remix is a save option that you can use in between each level.

This is a really useful option that avoids you having to start from the beginning each time you lose another precious life.

OVERALL SCORE

85%



An ancient dragon blocks your path, and his scales are too hard for your weapons to do any harm. Maybe killing him isn't the way.



Rustling through some bamboo you make yourself a deadly bo stick. Fighting the guards should be a little easier now.



In the dungeons, below the palace, you fight deadly skeletons. However not all weapons affect the undead creatures, so let's hope you've chosen the right one.

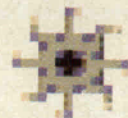
THE ARMOURY

Every Ninja needs a good range of weapons at his disposal. At the beginning of Ninja Remix all you have is your fists. But as you progress through the game you will acquire a selection of hardware that will stand you in good stead throughout the most fearsome battles against the evil Shogun, Kunitoki.



The mighty Nunchukas will deal with just about anyone who dare oppose you. It does more damage than the sword but is just slightly slower.

The sword will probably be the first weapon that you will find. It gives a slightly longer reach than an unarmed opponent, but it isn't quite as fast as the bare hand.



There are only a few Shuriken that can be found on the island of Lin Fen, but they are deadly. Any enemy that is hit by one will instantly die.

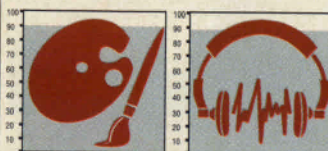


The smoke bombs are very handy for putting your opponents to sleep. These will have to be collected if you are to get any further than the first level.

The bamboo Bo stick is the best weapon mainly because of its length. You can keep most enemies at a safe distance with this item.

ACTION INFO

NINJA REMIX
SYSTEM 3 £24.99
TEAM: IN-HOUSE



Ninja Remix is like a breath of fresh air after playing Ninja II by Activision. The screen update is instantaneous, and the sprite detection is much better, so you don't have to spend about half an hour trying to pick up a stupid object. The graphics and sound are extremely good giving the game a tremendous atmosphere, the music being especially good picking up when the game gets intense. The controls are a little awkward, but you get used to them in no time and they don't really cause any problems after that. The save option is brilliant and avoids you having to play all the way through several levels just to get killed at the same point as last time. All in all, Ninja Remix is a very good game, and a damn sight better than Ninja II.

LEAGUE RATING

14 ZOMBI

15 NINJA REMIX

16 COLORADO

ARCADE ADVENTURE

Dashing through the streets your team make their way to the pitch. But can they survive on the dangerous streets of America. The roads are absolutely choca-block with other drivers.

Once you arrive you can start the game. However, now you feel the effects of the cars that hit you in the streets, and the more hits you sustained, the less energy you will have.



Street Hockey

SPORT SIM



Street Hockey is by no means a new sport. The game has been around since about the 1930s, but then the equipment that the teams used wasn't as professional as the stuff they use today.

In those days the game was actually played on the streets and was quite a bit tougher than nowadays. The game died down a bit during the 1950s, but in 1965 the development of urethane plastic for use in skateboard wheels injected new interest.

Before your team can actually start the game of hockey they must first make their way to the grounds. The journey to the pitch is only a short one, but nevertheless it is a perilous one. Starting from their homes the team must make their way through the bustling New York traffic where at least one car has your name on it.

As you set out from your house your team will have 99% street cred and full energy, but as you get hit by the selection of traffic in the city these statistics will decrease. However, you can't spend too much time dodging the traffic because as you remain on the streets themselves your bonus score will gradually deplete, and if it runs out you will be late for the match.

If you manage to survive the turmoil of the city streets you will eventually make it to the hockey pitch and begin the game. Each team has five players which can be placed on the pitch in eight different ways, depending on the tactics you have in mind.

The team member that you

control is shown on the main panel at the top of the screen. The views of the other four members are also shown in four different boxes at the bottom of the screen at each side. You can choose the character you want to control with the function keys so that you don't have to rely on the computer's logic.

There is a selection of difficulty levels that can be set if you play against the computer, and there is a two player mode so you can play against a friend, but you have to link two Amigas via the serial port.

OVERALL SCORE

49%

A C T I O N I N F O

STREET HOCKEY
GONZO GAMES £24.99
TEAM: IN-HOUSE

Street Hockey is quite a poor game, and even the sports fanatics among you will probably not enjoy it. The presentation is pretty bad with the graphics below average and very bland during the main game section. The music is poor as well. On top of this the gameplay itself isn't that great, and most of the time you're confused and not quite sure what's happening. The idea of the other team members is quite good, but actually trying to keep an eye on them all is a nightmare. Not recommended.

LEAGUE RATING

34 FIGHTING SOCCER

35 STREET HOCKEY

36 3D POOL

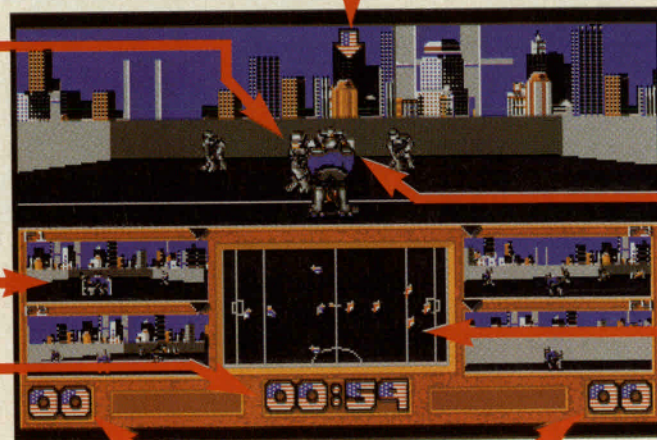
SPORTS SIMULATION

THE ANATOMY OF A STREET HOCKEY GAME

The player you are currently under your control is shown in the centre of the main view screen.

The views of the various team members are at the bottom of the screen on either side, and you can see nearly everything that happens during the game.

You only have so long to beat your opponents. Each half can last from 1 to 20 minutes.



If you manage to lose possession of the ball you can locate it with the help of the ball finder which is indicated by a cursor arrow.

3. Your target is in sight. Just a little closer to the goal and you can shoot. Keep control of the ball at all times.

An overhead view lets you see where the other team members are positioned so that you can do a bit of passing.

Scoring is the key to winning, and at the bottom of the screen are the scoreboards where you can see how far behind you are.

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Line of Fire



After the arcade smash hit, Operation Wolf, a string of clones and sequels were soon to follow. Operation

Thunderbolt was the next to come, and offered more than its predecessor — it gave the option to fight green-beret buddies with a mate and sample the two player fun.

However, other games tried to better this even more and had up to three players at one time (Beast Busters being a prime example).

Then, a revolutionary game appeared that not only featured addictive two player action but also included a real 3D landscape that your character could run through, shooting both in front and behind him — that game was Line of Fire.

The two players featured in the game, cleverly named Red and Blue therefore not revealing their true identity, have been sent on a mission to recover the latest technological breakthrough that is

in the hands of the enemy. The item they need to recover is the Rapier machine gun, which, incidentally, has been developed by terrorists for use against the opposition. The weapon is powerful, and should the gun be returned to the original owners, the result could be devastating.

The mission was going smoothly, you had the gun in your hands and were ready to make good your escape, but that's when



ACTION INFO

LINE OF FIRE

U.S. GOLD £24.99

TEAM: SOFTWARE CREATIONS



Line of Fire is a first-class conversion from a decent coin-op, because the game is challenging yet easy to play. Being visually and sonically exciting, it brilliantly recreates the feel of the arcade machine, and everything down to the rotating scrolling has been catered for. However, there are a few minor gripes that I found in the game: the score board at the top of the screen sometimes hides the enemy, and also your character can take damage from something that at the present time is off-screen. Overall, an enjoyable and very playable game that is well worth 25 pounds.

LEAGUE RATING

13 MIDNIGHT RESISTANCE

14 LINE OF FIRE

15 OPERATION WOLF

SHOOT 'EM-UP



Line of Fire is US Gold's latest coin-op conversion, and takes on a similar view to that of Operation Wolf. However, gameplay is maximised by the addition of the ability to rotate and fire behind you, and follow the various routes set for you.



The road ahead will prove to be tough, and the eight levels that need to be conquered are long and little rest will be gained.





the tables turned. The security system detected your infiltration and now you have a whole army crashing in on you like a ton of bricks. There is no time for diplomatic relations, you have to clear the area now, and the only way possible is to break through the enemy lines in a nearby jeep.

This is where the game begins, and you play the part of either blue or red. Using the mouse or joystick as your machine gun sight, you must hit fast and hard, expect the unexpected and above all, make every bullet count.

You begin the battle in the midst of the enemy camp. All around you are trained soldiers hungry for your blood. Clicking on the left hand mouse button or the joystick will release a burst from your machine gun. Obviously, the longer you hold the button down, the more bullets will be fired. However, ammunition is not a problem as unlimited bullets are yours. The right hand mouse button will release a grenade or, if you are using the joystick, the same will occur when you press the shift key.

After fighting your way through the camp, you find yourself in the jungle. Men hide behind every bush, tanks trundle from behind heavy undergrowth and combat helicopters fly over head, so keep down and keep running!

Level three is set on the river, and only your speedboat can allow you to make it through, that's as long as you can keep the enemy off your back. Then it's out of the boat and back into the jeep ready for level four, making your way through the canyon.

High on top of the canyon wall foot soldiers fire down at you, choppers fire into the crevice where you're fighting and the surrounding area is continuously being bombarded by a fleet of bombers far above.

The worst is yet to come, as the desert provides little or no cover at all. Everything the enemy has is against you: tanks, jets, helicopters and even trains packed full to the brim with highly-trained troops. No prizes are given to the soldier who doesn't make it, but the end is in sight and only three levels lie between you and victory - and of course the machine gun!

OVERALL SCORE

78%



MAKING MACHINE GUN MAYHEM!

1 TROOP CARRIER: This transport carrier flies above our heroes on the ground, and is the perfect gun platform for the enemy troops to leap into battle from.

2 SPECIAL WEAPON CARRIER: Two of these butch men appear at the end of level one and deal out napalm death with their portable rocket launchers. A few well placed shots should show these terrorists what for!

3 GRUNT: These are the standard troops and perhaps the most common of all the enemies you'll see. They hide behind barrels, pop up from inside man-holes and even seek shelter in the murky depths of the river. But in force,

they're deadly! The odd 'tough guy' will appear carrying a rocket launcher.

4 TANK: First appearing in the jungle, the tank fires slowly but its shells are powerful. If possible, shoot the rockets as they head towards you and use grenades if necessary.

5 GUN BOATS: These appear in force on level three, housing troops that fire with deadly accuracy. However, they are reasonably easy to destroy and it is best to save your rockets for something a little trickier.

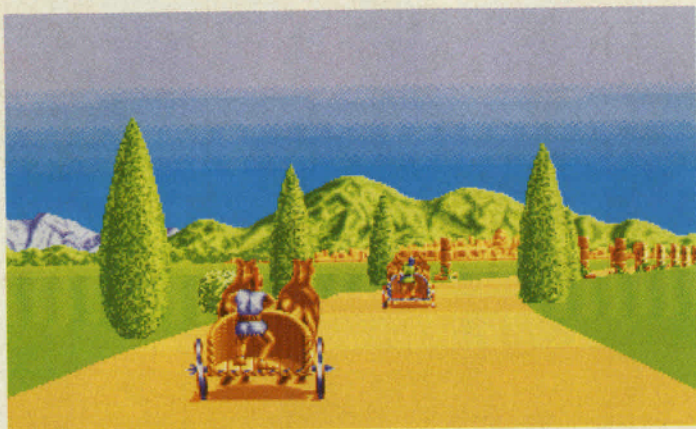
6 BOMBER: This beastie appears at the end of the canyon run. Without anywhere to run to, your only choice is to

fight the mutha from the ground. Aim at the rear bomb doors, and hopefully you should come away unscathed!

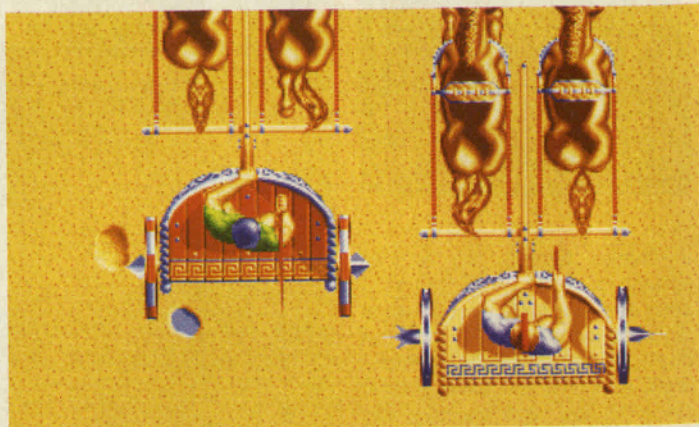
7 THE TRAIN: Argh, not the train! Yes, I'm afraid so. This death-dealing express is jam-packed with enemy forces. As it goes by, these fiends will leap from the carriages, guns blazing, until you manage to destroy the locomotive.

8 GUNSHIPS: Smaller counterparts of the troop carrier that, instead of dropping troops, fire a bombardment of missiles at you. Appearing from the top corners of the screen, they'll swoop down towards you and fire their a group of deadly seeking missiles before disappearing off the side of the screen.

As you charge along the roads in your fuel injected chariot you come across another road user. If he has read his highway code then he should let you pass. No chance!



As you pull up alongside the other vehicle it suddenly swerves towards you. And the driver didn't even give a hand signal! You'll just have to teach him a lesson with your whip.



Diogenes was brought up on stories of brave warriors who fought against the might of the Roman Empire. Dreaming of becoming a fighting legend his decision to join the Carthagian army was not a difficult one. Diogenes trained hard for many years and excelled in many combat skills but his real expertise lay with chariots. It was inevitable that he would one day become a garrison commander.

One night the goddess Tanit visited Diogenes as part of a haunting dream. She warned him of the Roman armies massing nearby and of their intent to march on Carthage to raze it to the ground!

When Carthage begins you are presented with a fractal landscape of North Africa. You can see villages, towns and cities spread across the map and the great city of Carthage on the coast. It is from here that you begin the game. As the main character, Diogenes, you must mobilise enough troops to repel the impending Roman attack.

Before you can muster any

troops the money to pay their wages must be available. Taking money around the villages is a task that can only be done by yourself. Your journey is viewed from a position behind your chariot. Before you the road twists and turns as you guide the chariot around the rocks that litter your path.

When you come across other road users the view shifts to a plan with both you and the other charioteer alongside each other. Using your whip and wheel spikes you must attempt to drive your opponent from the road before he does likewise to you.

Providing you manage to deliver the money to its destination you can then go about hiring troops to form a garrison. You can generate armies from the resources at each town. Archers, infantry, artillery and cavalry can all be incorporated into your forces if you have enough cash to pay their wages.

When you have built your armies up to a sufficient level sending them out to challenge the Roman threat is your next step. The detailed fractal landscape allows you to zoom in and view individual units and towns or expand the area so that you can

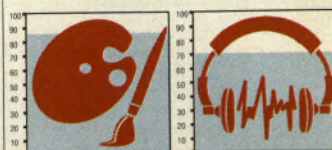
get a general overview of the tactical situation. If you are defeated then Carthage is destined to receive a terrible fate, burnt and plundered by the Roman legions.

OVERALL SCORE

74%

ACTION INFO

CARTHAGE
PSYGNOSIS £24.99
TEAM: IN-HOUSE



Psygnosis have a reputation for producing games containing graphics that are second to none and Carthage is no exception. However the game is a bit of a hybrid. Psygnosis have taken a wargame and a racing game and then combined the two, and due to machine limitations neither of the elements are very good. A dedicated chariot racing game would have been a welcome variation on a much used theme but as far as the wargame aspect is concerned it's all old hat.

LEAGUE RATING

17 SPACE ROGUE

18 CARTHAGE

19 LOST PATROL

ARCADE STRATEGY



As you check out the overall view you can call up information about any of your troops.

One of your armies takes refuge inside a castle. You can adjust the composition of your forces or disband them completely.

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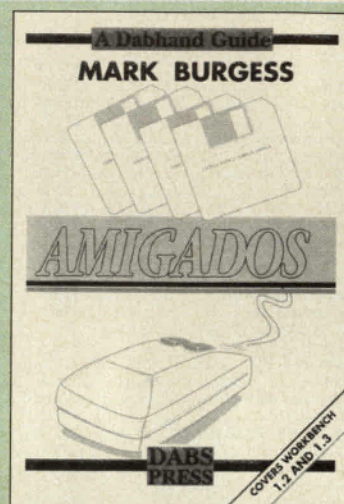
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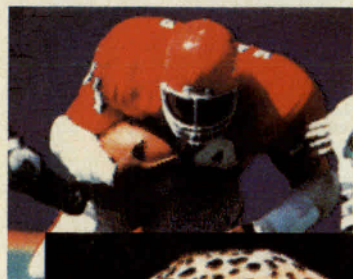


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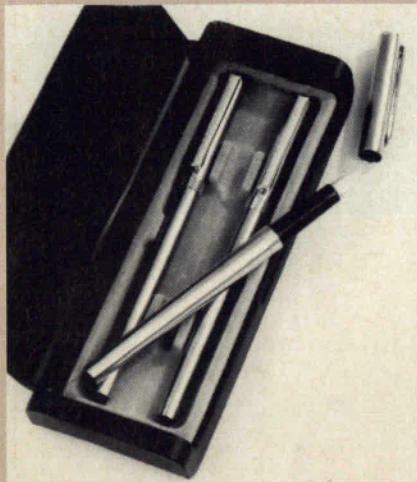
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work forms part of a maze like race track. STUN runners guide their craft through the tunnels at breakneck speeds in an attempt to get the fastest time around the course. Success allows the runner to progress onto the next of the 24 STUN networks, and the chance to become the champion of the ultimate high-speed challenge.

Before you get the chance to race in your STUN Ship you must set a difficulty level for the game. Veterans can skip past the initial levels and access the later tracks without any hassle. During this set up stage you can also view plans of the tracks you are about to race on.

When speeding down the STUN tunnels you should follow the outside of the curves. As in a bobsleigh run this is the fastest path through the course. In the earlier stages red stars mark the route you should follow to beat the clock, and progress further into the game.

Victory is not as simple as being the fastest to the finishing line. Throughout the tunnels drones, flyers and other vehicles loiter, obstructing your path and slowing your progress. They can either be avoided by swerving from the racing line, or by using the laser cannons mounted on the front of your ship you can disintegrate some of them. When the situation gets too much for you a shockwave can be blasted down

Stun Runner

the tunnel, annihilating everything
in your path.

During the run you can collect bonuses from the floors of the tunnels. Shockwaves can be boosted by collecting green stars. Turbo Boost pads launch your STUN ship to near light speeds – so fast your ship becomes transparent and passes through all objects unharmed.

Occasionally the tunnels emerge into the daylight and you race along a more conventional track. Ramps and jumps increase the excitement as they launch you into the air for long periods of time. Drones still block your path but outside a shockwave is ineffective so accurate usage of your cannons is your only hope.

If and when you reach the end

of the stage you will be given points for the time you took to complete the course, the number of drones you destroyed and any bonuses collected during the race.

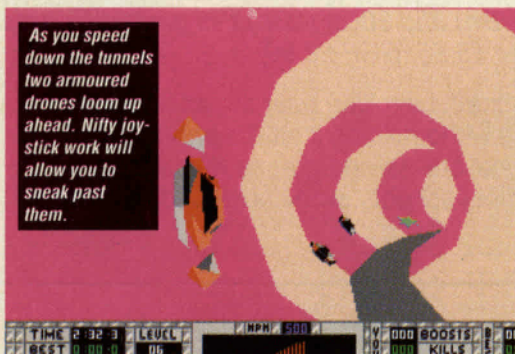
OVERALL SCORE

65%

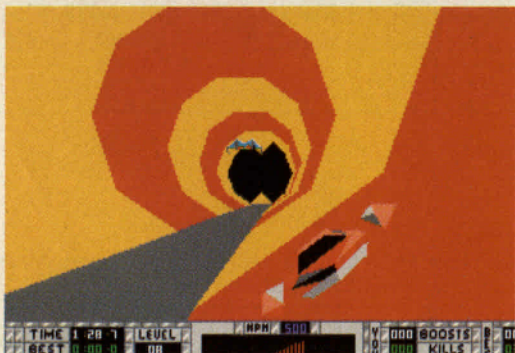
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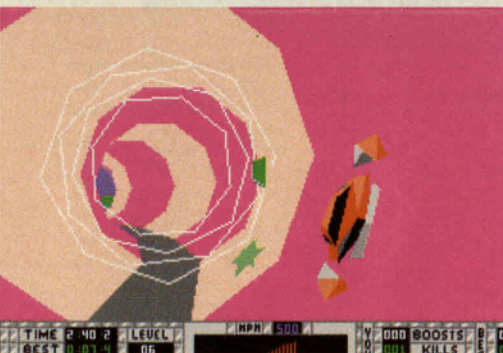
As you speed down the tunnels two armoured drones loom up ahead. Nifty joystick work will allow you to sneak past them.



The next challenge awaits up ahead. Passing the drone that blocks your route will be simpler once you are inside the more open tunnels.



A split in the tunnel means you have to make a hasty decision. Can you remember which was the fastest route through the maze? The flyer overhead makes matters even more complicated.



A shockwave from your ship tears through everything that gets in its way, clearing your path to collect the green star and the championship cup at the end of the tunnel.

ACTION INFO

STUN RUNNER

DOMARK £24.99
TEAM: THE KREMLIN



In the arcades STUN Runner was a superb game. The speed and excitement had me playing for hours. But this game, like so many other conversions, is a bit of flop. The speed of the original is lost and the graphics are jerky and unattractive. The sound is reasonable but the memory used on the digitised speech is wasted. It would have been better implemented for improving the graphics. I'm afraid that I can't really recommend Stun Runner due to its limited playability and bland graphics..

LEAGUE RATING

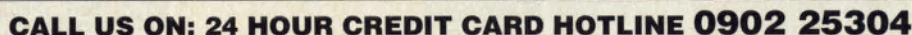
20 TEST DRIVE

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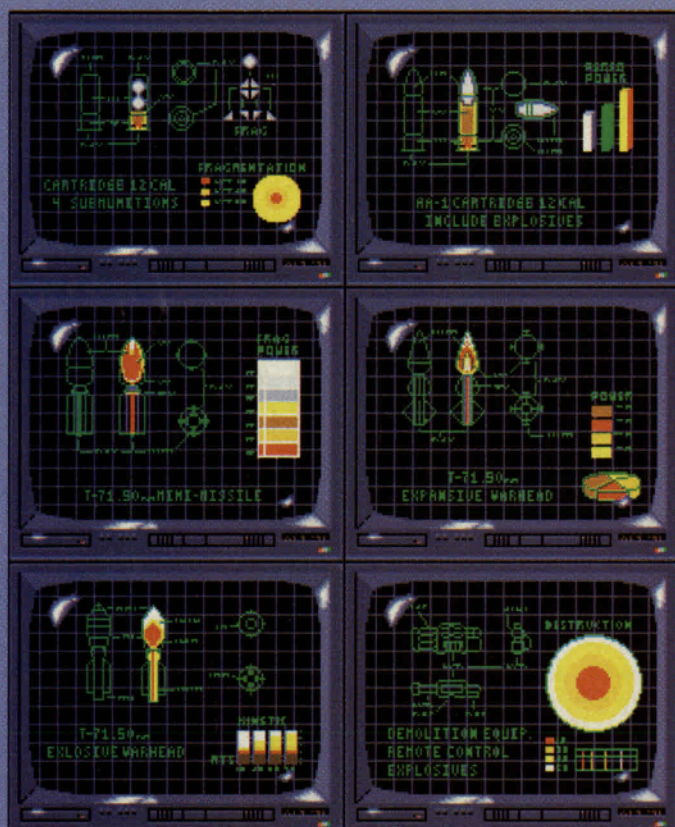
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Amiga Action 2



Narco Police



(Above) Your choice of equipment is vital. Some of the weapons available are only effective against certain targets. You are limited to carrying 500 lb of equipment so choose carefully.



ARCADE STRATEGY



The year is 2003 and the drug barons have the world under their control. Over one fifth of the world's population is addicted to narcotics of some form. Dealers ignore the law in their attempts to increase their own personal fortune. To combat this massive increase in drugs trafficking nations the world over have cooperated in forming an anti-drug elite corps, the Narco Police.

Five years of preparation is about to reach a culmination. Twenty of the best officers from the Narco Police are about to enter the Narcotics Processing Centre in an attempt to destroy it. This is the centre of all drug trafficking operations and if it can be neutralised, drug dealers will have their supplies cut off at the source.

The NPC is constructed from a maze of intricate tunnels with the main control room located at the centre. Detonating an explosive charge in the control room will destroy the entire complex.

Narco Police casts you in the role of the mission coordinator in charge of the three police teams

as they progress through the Narcotics Processing Centre. You can communicate with them and give out orders via the personal intercom units that all of the officers carry. When the action starts you can take over, and using the joystick, guide your men in combat as they dodge and weave around the enemy fire.

Before you can start to combat the drug dealers you must make your plans. Choosing which weapons to equip your squads with is critical. Only through trial and error will you be able to ascertain that perfect combination. The main side-arm of the team is the "Little Pig", multi-function 12-gauge semi-automatic shotgun with an under-barrel 50mm T type missile launcher. The Pig can be loaded with both armour piercing and fragmentation rounds as well as a variety explosive warhead missiles.

Specialist hardware for your team ranges from Thor demolition equipment to the MPES teleporting unit. All of the teams should be equipped to complete the tasks assigned to them and as there isn't enough gear for everybody you will have to choose carefully.

A C T I O N I N F O

NARCO POLICE
DYNAMIC £24.99
TEAM: IRON BYTE

Narco Police is one of those games that while not being outstanding is still addictive. The controls are slow at first but only take a few minutes of frustration to get used to. Sound is limited to spot effects only, but does enhance the game well. Graphics are outstanding, the animation on the police characters is excellent. My only gripe is that the sprites for the enemy soldiers lack variety. If you are the kind of person who enjoys a challenge with plenty of action thrown in then Narco Police is for you.

LEAGUE RATING

11	NORTH & SOUTH
12	NARCO POLICE
13	TIME MACHINE

ARCADE STRATEGY

THE TOUGH COPS GUIDE TO NARCO POLICE

Current team ID and life status. You have 3 teams to keep track of, with 5 officers in each.

Compass. Mapping out the tunnel network will allow you to keep track of your current location.

Body armour status. Your kevlar armour will save your life on many occasions.

Medical kit. Wounded officers can be given the correct medical attention.

Ammunition. Shows the type of ammo and the number of rounds left.



The main viewing screen. This is where the action happens. Using the joystick you can control the officer in view at the time.

The command screen. Using the keyboard you can give your teams orders via this screen. At the moment a list of commands is printed out.

After assigning the equipment to your teams and deciding upon a suitable method of attack, helicopters will drop your men at the entrances to the underground tunnels and this is where the action is.

As you progress through the tunnels enemy soldiers and electronic security systems will ambush you from all directions. They spray bullets indiscriminately down the tunnels towards you, then throw in a few grenades just to finish off the job. Plenty of covering fire deals with the problem, and if things start to get really hot then launching a few explosive warheads will put you in charge of the situation. At later stages the opposition gets beefed up. They start to

carry heavier weapons and in some cases drive tanks!

Combat is not the only aspect of the game. Using the enemy computers to your advantage can mean the difference between success and failure. The computers can be used to open doors, deactivate guns and security systems, print out maps of the complex, and gain details of the enemy forces.

Located at the end of the tunnels is the main control centre. Once you eventually reach the control centre you must have the team carrying the explosives nearby or the whole trip will have been a total waste of time. Good luck.

OVERALL SCORE

82%

Your Little Pig multi-function gun is not only capable of firing standard ammo but can launch various missile warheads, as this officer demonstrates when he gets ready to rock and roll!



Ambushed by one the guards you must react quickly before the situation deteriorates. Being prepared for an ambush will increase your chances of survival.



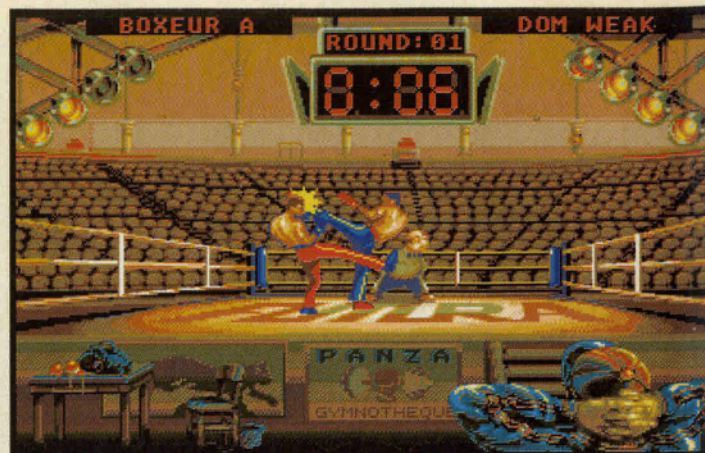
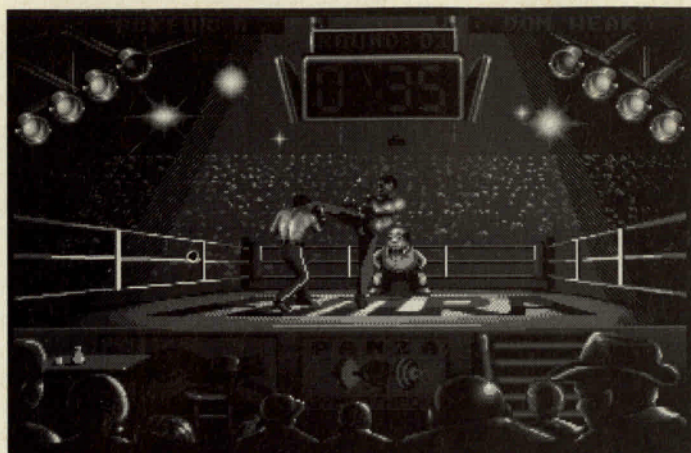
A whole squad attacks you in a frontal assault. A type 3 warhead is needed if you want to get out of this one alive.



Slow reactions mean you get a swift kicking. If there are any more members in the team you may be able to progress. If not, then you'll have to start again using a different approach.



You can tell that the drug barons are really worried if they send tanks up against a squad of police officers. Heavy fire power abounds as you get closer to the control centre. An M2 missile should help you out in this situation.



Panza Kick Boxing

BEAT 'EM-UP



My lords, ladies and gentlemen. This is it folks, the fight you've all been waiting for — C.B. Rocky in the blue trousers and Dom Weak in the red.

Round 1: Both fighters move in cautiously circling the ring looking for a break in the other's defence. But who will commit him-

self first? Dom jabs to Rocky's head but Rocky weaves the punch and comes back with a blinding hook to the head. Dom really felt that one. Both fighters move in and there's a clinch.

The referee separates them and immediately continues the fight. Dom comes in with a furious flurry of punches. This could prove awkward for Rocky. Oh! What a fantastic jumping back kick. How did Rocky pull that one off? Dom is weakened, his legs are wobbling. And there's the bell and just in the nick of time. What a fantastic first round ladies and gentlemen.

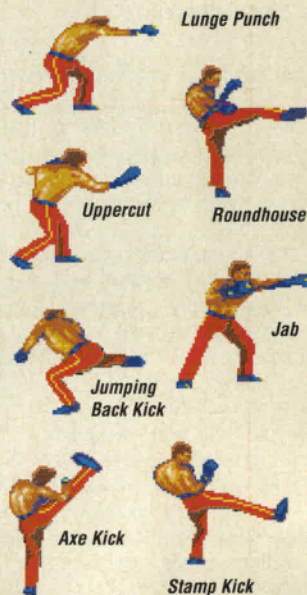
Round 2: Welcome back folks to the kick boxing fight of the century. Both fighters let go punishing jabs but Dom follows his up with a crushing knee strike to Rocky's kidneys. Rocky manages to soften the blow by blocking with his glove. Dom goes for a low sweep but Rocky gets in first and delivers a crushing roundhouse to Dom's

head. Dom is really in trouble and Rocky is throwing in everything now: hooks, jabs and stamp kicks. That last uppercut has really upset Dom. And he's down. Dom has hit the canvas. The referee has started the count but it looks like he may get up in time. There's the bell which has been very lucky for Dom so far but he looks really hurt.

Round 3: The final round ladies and gentlemen which should prove fast and furious. Rocky is straight in with an axe kick but Dom manages to block the strike and come back with a low roundhouse. Both fighters are taking a great deal of punishment but Rocky is definitely in front at this point.

Dom steps in with a hook and follows up with spinning back kick. That hit Rocky, it definitely contacted and Rocky is noticeably dazed.

MARTIAL MOVES



OVERALL SCORE

87%

ACTION INFO

PANZA KICK BOXING
FUTURA/U.S. GOLD £24.99
TEAM: PASCAL JARRY



This has to be the best kick boxing simulation around. The graphics have actually been copied from real life footage and this reflects in the smooth and realistic animation on the fighters. Sound is excellent and you can really feel the blows making contact. The referee is a little annoying as he grunts whenever a decision is called and this sound does become very annoying after a while. Panza Kick Boxing is an excellent game and one that will definitely appeal to beat 'em-up fans.

LEAGUE RATING

3 BUDOKAN

4 PANZA KICK BOXING

5 ORIENTAL GAMES

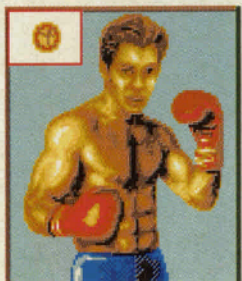
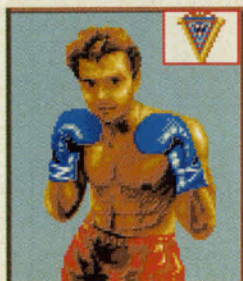
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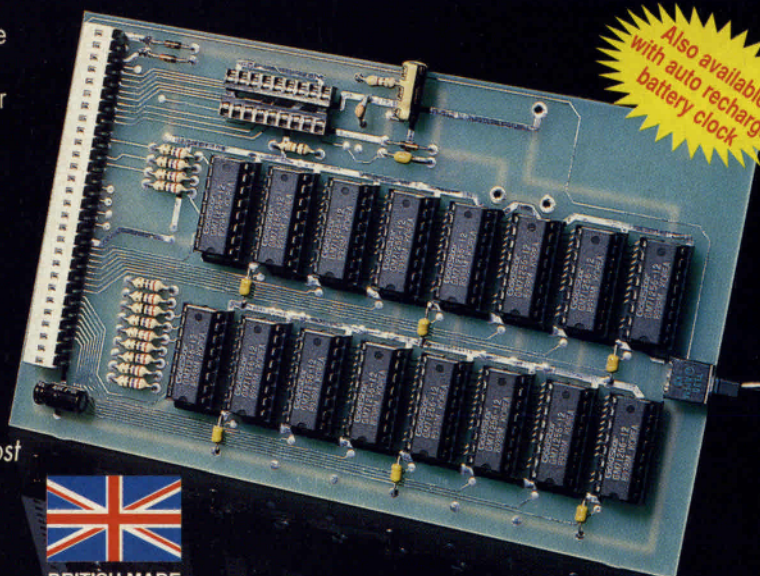
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FLIGHT SIM



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The ATF is a new generation of high technology combat aircraft that has been designed to deal with the sophisticated weapons of the 21st century. Armed with a wide array of powerful armaments the fighter has been designed to penetrate behind enemy lines using its stealth abilities, and strike against hostile installations.

You must take one of the ATF fighters deep into enemy territory on a suicide mission to eliminate as many of their bases as possible in the hope of halting the advancing armies of the enemy.

During the briefing from your commanding officer you will be given details of the type of targets in the immediate area and their



approximate locations. Theatres of combat span the entire world. Specific areas of Europe can be fought over, individual countries can be targeted, or for a greater challenge you can take on the entire world.

Deciding which weapons to load in order to deal with different threats is critical. High calibre cannon rounds provide a general purpose offensive weapon but are inaccurate and short ranged. AMRAAM missiles provide a high kill ratio against aircraft at great distances but can only be carried in

small amounts. Whilst Maverick air-to-ground missiles must be carried to eliminate enemy installations. The amount of weapons to be carried must be balanced against the quantity of fuel to be loaded on to the ATF. Too many weapons and you won't make it back to the airbase.

When airborne use the ATF's built-in targeting systems to lock onto the nearest enemy installation. The computers on your ATF

are constantly being updated by headquarters at the main airbase to show any new targets that are discovered whilst you are airborne.

Enemy aircraft carriers, fuel dumps, command bases, communication centres and artillery positions are among the targets that you will have to destroy to complete the mission.

Whilst proceeding to the target you should fly "nap of the earth," skimming over the hills and diving into the valleys as fast as possible.

ACTION INFO

ATF II

DIGITAL INTEGRATION £24.99
TEAM: SWIFT & BEZANT



ATF II is a game that mixes elements of both shoot 'em-ups and flight simulators. A purist flight sim fan may find the game unrealistic and lacking in detail, whilst the non-combat sequences may be tedious for someone who enjoys shoot 'em-up games. However, having said that, most people should get some enjoyment out of ATF II. The controls are user-friendly and simple enough to get to grips with, whilst the graphics are of a reasonable quality. Sound tends to let the game down being little more than spot effects.

LEAGUE RATING

13 F15 STRIKE EAGLE

14 ATF II

15 CHUCK YEAGER

FLIGHT SIMULATOR

A GUIDED TOUR AROUND THE ATF II DISPLAY

SCORE - Unlike most flight sims, ATF 2 incorporates a scoring system for successful missions.

THE HUD - The HUD, or Heads Up Display, is your guide when flying the fighter. All flight info is shown here.

THROTTLE DISPLAY - Fuel is a very precious commodity therefore your overall speed will need to be regulated.

ALTITUDE INDICATOR - Make sure that you don't crash into the ocean.

RADAR MAP - The radar proves extremely useful as it will warn you of any enemy.

WEAPON DISPLAY - The centre screen shows the weapons and graphical map.

TARGET LOCK - When ever you lock on to a target an image of it is displayed for reference.

THE ENEMY - All may seem quite but you can be sure that there will always be someone after you.

ATF 2 - This is the fighter under your control. Extremely sophisticated and very powerful.

EMERGENCY EJECT - If things get too heated and you think you may lose then you can eject.



Fighter II



(Left) Choosing which weapons to load onto your fighter is a tricky business. Loading too many of a certain type will mean that your other choices will have to suffer. And don't forget the fuel.

(Far Left) The fields of battle range from individual countries to the entire world. If you can't decide where to fly you can take pot luck and allow the computer to choose for you.

The threat indicator will show any aircraft vectoring into your position. Breaking off from your bombing run to engage them will cause delays and use up fuel but could be essential to your survival.

During the final stages of your approach enemy anti-aircraft guns and missiles will attempt to blow your ATF from the sky. Dodging and weaving is your only defence as breaking off from the target will cause any weapons you fire to go astray. After eliminating your objective your computer files will

be updated, giving you details of new targets and how to find them.

When your fuel begins to run low you must think about turning back to base. The auto-pilot will handle any landing procedures whilst you watch the skies for any enemy aircraft approaching. After landing you will be debriefed and given details of how successful you were at stopping the enemy advance. The balance of power is critically effected by your mission and taking off again may be necessary to ensure victory.

OVERALL SCORE

76%



A DAY IN THE LIFE OF AN ATF PILOT



The pressure is on as two enemy fighters move in for the kill. Only quick reactions and a fast trigger finger will save you now. Use the information on the HUD to guide you and keep your eye on your indicator displays. The enemy are well trained but it is you who has the superior fighter and you must learn to use it properly.



Aiming very carefully, you let go one of your missiles. It shoots away before finally tearing into the enemy plane which blows up in a dazzling ball of flame. That's one less fighter to worry about although there will be plenty more to take its place. Now it's time to concentrate on getting the ground installations.



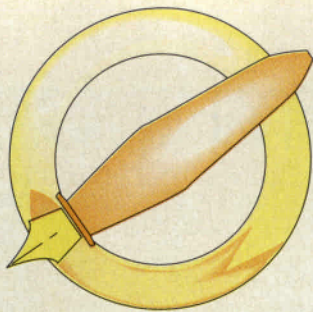
A low-level stomach churning dog fight generates some excitement. A missile will provide you with a certain kill but as supplies are limited perhaps you should use the cannons.



After a fancy piece of flying you manage to manoeuvre yourself into a good position to take out this bogey. Take that, fly boy! The enemy plane dodges and weaves but evasion proves useless.



Although the fighters provide more excitement, the ground installations are your primary targets. At least this mission hasn't been a total failure.



AN ADVENTURER LOST

I am in a bad situation in which I can't decide which adventure to buy. I have only just started serious adventuring so I am only a beginner. Please could you tell me which ones are worth buying?

If you don't publish this letter then I will end up spending wasted dosh on adventures which may not be very good.

I've noticed that your mag has greatly improved with more pages and a superb coverdisk, not to mention the Teenage Mutant Hero Turtles poster. I am left speechless.

Simon West, London.

Thanks for your praise, Simon. Amiga Action is getting a lot better isn't it? I hope that you enjoy the new look and our full game coverdisk. As for your questions I'll try and answer them as best I can.

If it's graphic adventures that you're after then you can't beat the Indiana Jones Adventure from Lucasfilm/US Gold. Sierra's Leisure Suit Larry and King's Quest series are also excellent. If you can find any of the Infocom adventures, which are text only, then I would advise you to purchase them.

RPG OR WHAT?

I am getting an Amiga for Christmas and would like to buy an RPG game, preferably Maniac Mansion or Zak McKracken. How well did they score when they were reviewed and which one do you prefer?

I am a novice and have no real experience in RPGs. Are there any you could possibly recommend to me?

Neil Lumsden, Fife.

Welcome to the world of the Amiga, Neil, you couldn't have made a better choice.

Maniac Mansion and Zak McKracken are, in fact, adventure games and not RPGs. However, they are both excellent products and definitely worth getting.

Just in case you are still interested in buying RPGs, the best one has to be Might and Magic II with Champions of Krynn coming a very close second. I hope I have been of some help.

REPLACEMENT NEEDED

I am writing to you as a very annoyed parent regarding the software companies who advertise in

computer magazines. I have a son of 15 who is very keen on computers and therefore buys quite a lot of games.

Although he has a Sinclair +3 and a Sam Coupe, he was promised a Commodore Amiga for his birthday. On the strength of this he started buying games for it so that he would have something to play when he eventually received the computer.

However, when he tried some of the games when he got the Amiga they did not work. The software shops where he bought them told him to send them back to the companies concerned. He did this several weeks ago and has since heard nothing. The only company to return a working game was Ocean.

This disgusts me as they advertise in your magazine and when their games don't work they act un-interested. It seems to me that the software companies are too keen to get the youngsters' money and offer no back up.

Mrs. D. Wightman, Walsall.

I used to work in a computer shop and am quite aware of all the tricks of the trade. I find it very disturbing to read that the computer shops from which you brought the games told you to send the faulty games back to the software companies.

The shop should replace the faulty disk themselves and send old one back to the manufacturer. It is their job to help the customer and test out any faulty software on the machines that are present in the shop. I would suggest that you take the games back to the place of purchase and tell them to get a replacement, and not leave it to the customer.

If there are a lot of games failing to work on your son's Amiga then there may be something faulty with the actual machine.

OH TO BE BRAINDEAD

It must have been my brief meeting with an Atari ST owner but it has gone to my head so don't worry if it starts up. But anyway. Frwaggie! Sorry.

Can I buy a game called I'm a Hedgehog with no Brain? No, a game called Wanted? It's a vertical

scrolling, overhead game in which you play a cowboy shooting anything that strays in your path, dodge boulders and collect bullets.

Please could you tell me if your hamster was born on a Sunday? No! No! No! Tell me if it is available and if so how much it is? Is Flood any good?

Well, noodle pip and squibbledybonk, my helpers have come to take me for another session.

Zaryl Chase, W. Sussex.

TART! Here are your answers. No; Yes on budget; die; Flood is excellent; I am going to puke and what a stupid name (only joking).

DECISIONS...

I don't own an Amiga at present, but I've been guaranteed one for Christmas. So I would like to know if you can hook up ordinary hi-fi or walkman speakers to the Amiga so as to fully appreciate its amazing sound. If you can do this, do you need any extra leads or is it possible to connect it straight up without any wires or adaptors? If this is possible, how exactly do you do it?

When I get my computer I understand that I'll be getting four games as well as a paint package all free. I would also like to choose some software of the shelf and would value your opinion on what to choose from Speedball 2, Indianapolis 500, Lotus Esprit Challenge, James Pond and Off Road Racer?

Gavin Herrington, W. Yorkshire.

The best thing for you to do is buy yourself a 5 to 10 watt amp and matching speakers. You can get this from electrical appliance stores such as Tandy. If you can drag your Amiga up to your hi-fi then you may be able to plug the Amiga phono leads into the back of the stereo.

You've picked some of the best games around from which to make your software choice but I would insist that you go for Lotus Esprit Challenge and get the other later on. I guarantee that you will not be disappointed.

A WORD OF PRAISE

I have only had my Amiga Expansion for six weeks now, but I would

like to thank Amiga Action for making my mind up to buy it.

I've never owned a computer before so it was a big decision to save up to buy one. I went out and bought the August issue of Amiga Action and was immediately impressed with the standard of reviews and presentation. The most important part of your magazine to me, as a beginner, has to be the Giving the Game Away section which has given me an invaluable insight into the different types of games available.

As I am a late starter at 25 years of age I'm finding the Amiga an excellent learning tool and the games I have purchased on the strength of your reviews have all been highly entertaining. So, thank you Amiga Action and keep up the good work.

M. S. Coates, Newcastle Upon Tyne.

I hope that you are enjoying your Amiga as much as we enjoy ours at Amiga Action. We hope you like the new-look Amiga Action which we believe is clearer, more in-depth and better value for money.

It is very interesting to read what you think of the mag and I hope that you continue to right in with your thoughts.

Your letters are very important to us as they allow you to air your views and us to see what it is you like and dislike. And what with the new-look Amiga Action, this is probably the best time to start writing.

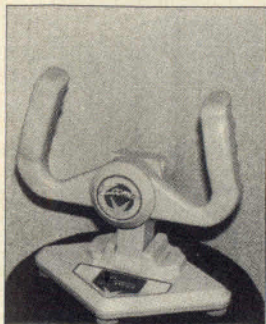
If you have any queries or complaints then please send them in as it gives us a chance to make the mag even better and more informative.

If you have any complaints about mail order companies send those in as well and they will be forwarded to the company concerned, along with a letter from us. We have decided to take this action as we have had quite a few complaints against mail order companies.

Stephen White, Letters Desk, Amiga Action, Interactive Publishing, Europa House, Adlington Park, Nr. Macclesfield, Cheshire. SK10 4NP.

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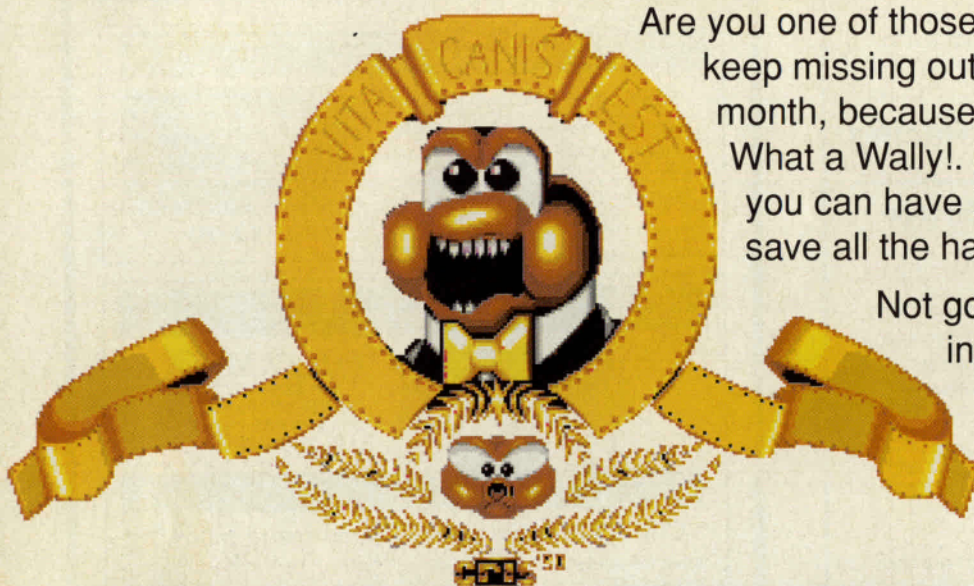
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Dept. AA2



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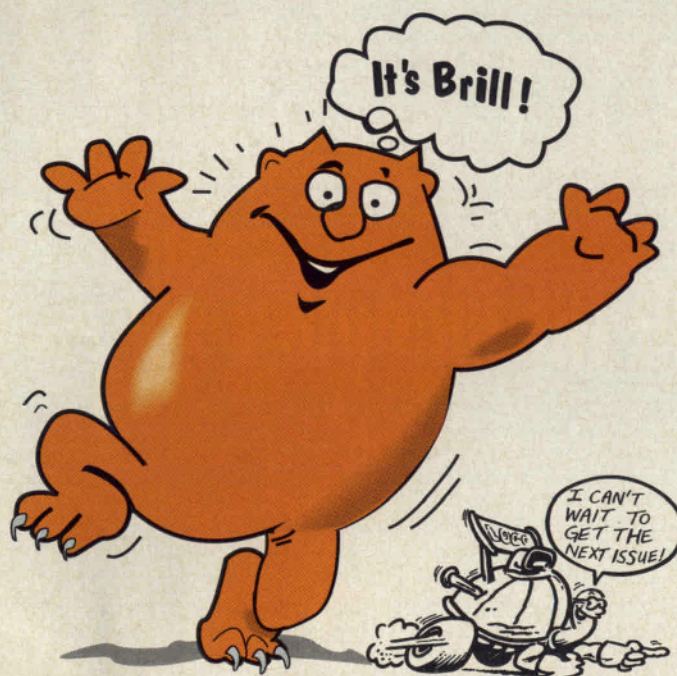
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(Far left) Ghouls always do get on well together and here we see the ugliest two of them all. Just look at those Heineken cans all over the place. Disgusting!

(Left) Aaaa! They're coming for me. Wait a minute, no they're not. They're all drunk and full to the brim with pretzels and cake.

A NIGHTMARE ON GLEGG STREET

For the first of our regular And Finally... page, the page where anything goes and will, we thought it might be nice to show the Amiga Action team enjoying their leisure time.

At Halloween, the team decided to let their hair down and dress up in all kinds of kinky attire which gave us all quite a thrill.

I (that's Whitey to you) took the guise of Freddy Krueger while Doug the Jug decided to go for realism and dressed up as a Ninja, very apt for Halloween I don't think. Alex lashed himself with blood and guts and then went on a rampage around the neighbourhood brandishing a chainsaw and wearing a hockey mask. Severely disturbed I think you'll all agree.

Jane Gollner, the Art Editor dressed up in stockings and suspenders and then covered herself with a naughty dress and black wig (kinky or what?). The crowning glory was the witch's hat and long, black fingernails.

The two kings of horror, Whitey as Freddy and Hugh as Dracula. At least I can take my make up off at the end of the day, eh, Hugh?



But what about the big boss man, Hugh Gollner? Well, Hugh really did go for broke and entered the stage with a costume so horrifically realistic that we nearly all collapsed with severe internal bleeding. When we asked him how long it had taken him to get ready he replied that he hadn't come in fancy dress. The man is obviously a natural ghoul.

A few other scarees came to the party, one of which was Simon Fenwick, whose white surgeon's coat was covered in vile body fluids! It was only later that we found out that the blood stains

were in fact real and it was his work coat he was wearing.

After scaring all the neighbours into allowing us to play our heavy metal records backwards, we all slumped into chairs and proceeded to stuff our faces with grub, Jane taking the challenge to heart and scoffing nearly everything including the tables and chairs. Most of the booze that was consumed that night reappeared the next morning in the toilet. Still it was a great night although we never did find out who came as the horrific demon from hell. Maybe it was Database's big chief, David Hirst.

A COVER IN THE MAKING

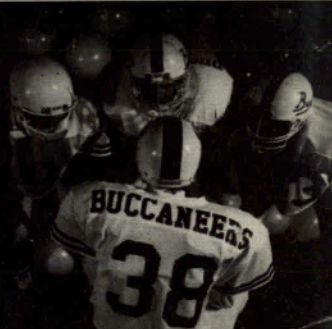
As this is our first photo cover we thought it might be nice to actually tell you what goes into one of these pieces of art. Jane is the Cover Designer and she tied in the league scores with American football.

The Bolton Buccaneers were more than willing to lend their assistance and arrived to the shoot right on time and helped in making the cover the masterpiece that it is.

They have been together now for 5 years and this is to be their 4th competitive season. Dave Batty keeps the team together as a limited team in the 2nd division of the NDMA.

The team see themselves as one of the strongest in the North West and have a link with the well known Tampa Bay team of America.

The Bolton Buccaneers have already had one of their players



enter the trials for the new World League. The team is to be known as the London Monarchs and the playoff will be at Wembley.

AAAHH! COULD IT BE JANE?

As this is our first And Finally... we thought it might be nice to kick off with a mega compo. We will design a compo for every And Finally... but don't worry, they will be really easy to answer.

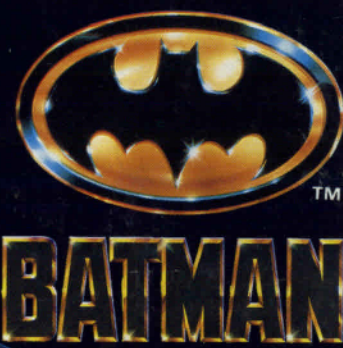
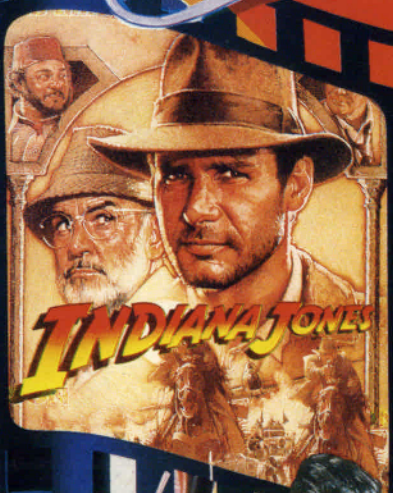
Gremlin, those wonderful people who can't stop releasing good games (come on lads, it must be time to release a toady) are offering a copy of their newest release entitled Team Suzuki, a wonderful motorcycle racing, which is ultra-fast and represented in glorious 3D.

All you have to do is draw the most loathsome and scary monster you can think of. It can be anything you like but make it scary and keep it as gory as you can. No cheating and copying pictures from horror magazines or films 'cause we'll know if you have. The best entry will be printed in the next And Finally... and Team Suzuki will be rushed off to you. Send your entries to: This is how I imagine Jane to look, Amiga Action, Europa House, Adlington Park, Macclesfield, Cheshire, SK10 4NP.

THE COMPILATION PACK OF MEGA STARS

HOLLYWOOD

Collection



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GHOSTBUSTERS II

INDIANA JONES

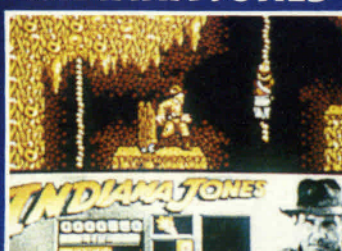
BATMAN



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